

SUPER NINTENDO • GENESIS • DUO • NEO GEO • 3DO • LYNX • GAME GEAR

DIEHARD

# GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 1 • ISSUE 9

HYPER REVIEW

STREET FIGHTER II  
TURBO

7 COMBO-CRUNCHING PAGES!

SUMMER  
CES '93

WRAP-UP YOUR  
TICKET TO THE CES!

FIGHT!

MORTAL KOMBAT

GENESIS & SNES  
PREVIEWS INSIDE!

SEIZZING  
SEGA PREVIEWS:

REBEL ASSAULT

SOCKET

JURASSIC PARK

GUNSTAR HEROES

SHINOBI 3

BURSY

LANDSTALKER

HOT NEW SNES PREVIEWS:

WORLD HEROES

OFF ROAD-BAJA

ART OF FIGHTING

DENNIS THE MENACE

AUGUST 1993 • \$4.95

08

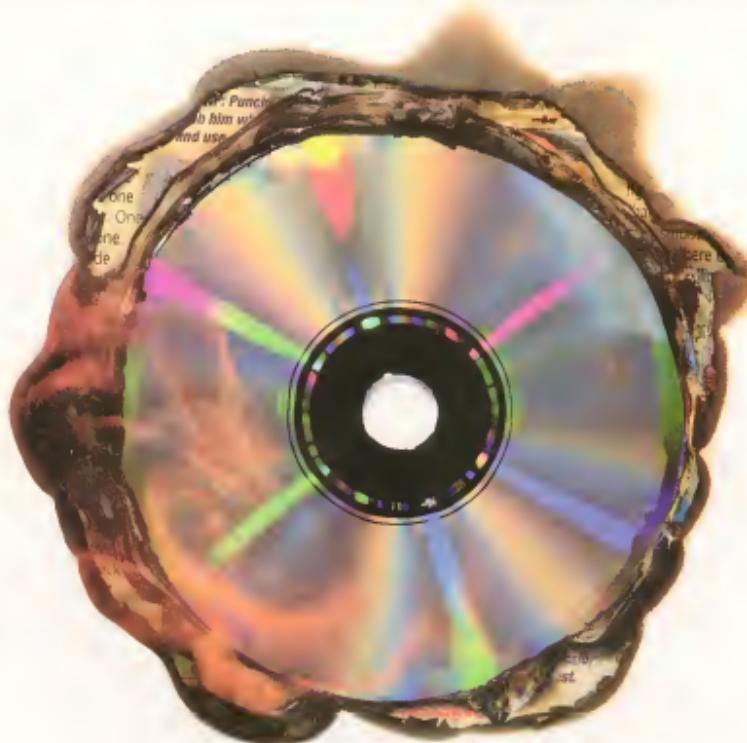


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RANGER-X  
STRATEGY GUIDE  
PART 1

SNK'S  
WORLD HEROES 2  
BLOW BY BLOW  
REVIEW INSIDE

**IF YOU CAN'T STAND THE HEAT...  
GD BACK TD CARTRIDGE GAMES!**



# ROBO ALIEN

**SCORCHING ACTION FOR THE SEGA CD.  
COMING IN AUGUST 1993.**



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# GAME FAN

NEXT GENERATION VIDEO GAME MAGAZINE

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PAGE 90



All Art By  
Terry  
Wolfinger  
(King of the Crash  
n Burn.)



PAGE 95

# WE'LL BLOW YOU AWAY!



**Rolling Thunder 3** for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

- 10 hard-core levels!
- 12 action packed megs!
- 9 nasty new weapons!
- Intense hidden areas!
- Password support!



**namco**  
The Game Creator™



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GAME FAN, 166-12 Vernon Blvd., Tuxedo, NY 10593.

Welcome to Issue #9 and another Editorial Zone. We recently returned from the great Pizza capitol of Chicago and the best CES ever. Our industry, my friends, is alive and well and growing rapidly...

For 4 shows now, we've been staring at the same tired Sega display so, when we entered the convention hall that first night and they were building a Sega city, we knew we were in for some surprises. SOA spent our money wisely and, for the first time ever, Sega actually overshadowed Nintendo, they had the AS-1, the incredible new Sonic arcade game, a huge sound stage, a dedicated Activator stage, a Virtua room, a whole line of the new Virtual Racing and big ol' round Sonic and Tails drums hanging from the ceiling, not to mention the 2 story office structure/press rooms and the adjoining refreshment area. Everything, including their 3rd party areas were newly designed and looking very Sega. SOA has come a long way in a short time. Nintendo didn't look too shabby either. They hoisted a huge Nintendo arch that led you right down Mario Highway past 4 FX Trax cars and a whole slew of Mario All Stars, right up to the dome, which featured an incredible 3D (glasses and all) laser light show that had Starfox ships flying around your head while incredible surround sound filled the air. It was great. Still, the usual Nintendo dancers were absent and the big 'N' really didn't have a show stopper to pump us along rapidly...

So, Sega really stood out for the first time. A lot of the third parties really surprised us too. In January, Konami was off the floor of the show in a suite (a really big suite) but, here in Chicago, they constructed a gold white structure that looked like it came out of Architectural Digest. Virgin went Hollywood with a huge Art Deco display, with its own cafe, that sat below a huge 30' high Spot. Extreme also had a great looking new display as did Sony, Tradewest, EA, Acclaim, TTI (very impressive) and Capcom. In fact, just about all of the third parties looked better than ever this year.

As for product...I have never seen so many quality games at-a CES. Virtually everyone had a great looking title. Companies that usually show little to nothing had great looking new projects and many of the third party companies had multiple hits. It was nearly impossible, even with 4 days of exploration to play it all, when, normally, you've seen everything worthwhile by day two. The point I'm trying to make is that video gaming has gone from a niche to a huge industry in the last year. That was the overall feeling we got from the show. In fact, the video game portion of CES so overshadows the rest of the home electronics industry, that they will soon be separating the two. Over in McCormick East, only 3D saw huge audiences (they really belong in the main building). Bottom line, as gamers we have a lot to look forward to in the years to come. We are standing at the threshold of a new day in home entertainment, where affordable new technology is being created with one purpose, to give us an escape into brilliant new worlds in the privacy of our own homes. We look forward to bringing you the best of the home entertainment industry for many years to come...we're gonna have some fun, see you next month.

*Dave Halverson*



MORREY

SPECIAL K

JOE FANTASTIC

TALKO

SKID SOT, GAINER TOM SLICK

THE ENTHUSIAST

K. LEE

K. LEE

99

# MOST WANTED

## TOP 10

Welcome to Game Fan's TOP TEN and MOST WANTED section. Here are the results based on your cards and letters.... Keep them coming, because each time you write in (see instructions below) your name will go into a monthly drawing to win one of the goodies on the bottom of the page. So make your picks and send 'em in!

### TOP TEN

- 1 StarFox (SNES)
- 2 Flashback (GEN)
- 3 Sonic 2 (GEN)
- 4 Cool Spot (GEN)
- 5 Streets of Rage 2 (GEN)
- 6 X-Men (GEN)
- 7 Street Fighter II (SNES)
- 8 Fatal Fury (GEN)
- 9 Ecco the Dolphin (GEN)
- 10 Fatal Fury 2 (NEO)

### MOST WANTED

- 1 Slipheed (SEGA CD)
- 2 Street Fighter 2' (GEN)
- 3 SF2' Turbo (SNES)
- 4 Sonic CD (SEGA CD)
- 5 Final Fight 2 (SNES)
- 6 Final Fantasy III (SNES)
- 7 Final Fight CD (SEGA CD)
- 8 Mortal Kombat (SNES)
- 9 Battletoads (SNES)
- 10 Phantasy Star IV (GEN)

First Prize: Your choice of a core SNES, GENESIS, or LYNX!!!! (Cool ha?)

Second Prize: Your choice of Skid, Sgt. Gamer, Tom Slick, or The Enquirer's pick of the month.

Third Prize: A FREE year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Wes Keaton of Elvaston, IL - Second Prize: Chris Souza of Grass Valley, CA

Third Prize: John Newlin of Citrus Heights, CA

All you have to do to enter the drawing is fill out the readers survey/ TOP TEN card on page 122 and include a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, then send them to:

GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

# PREPARE YOURSELF



RAYDEN



SUB-ZERO



LIU KANG



JOHNNY CAGE



SONYA BLADE



KANO



GORO



SCORPION



# MORTAL KOMBAT

COMING TO LEADING VIDEO GAME SYSTEMS

SEPTEMBER 93

# HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.



## Pocky & Rocky (Super Famicom)

### Stage Select:

At the character select screen, put the cursor on one of the characters and input the following: While holding X & Y, press A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. This should put you to a stage select screen.



## Batman Returns (Sega CD)

### Level Jump

Go to the options screen and select "Driving", then go to button #1 and hold left on control pad while pushing button "B". Repeat this for buttons 2-7 and then repeat for buttons 8-11, the sequence is as follows.

Select "Driving Only"

Button 1) Left & B  
Button 2) Left & B  
Button 3) Left & B  
Button 4) Left & B  
Button 5) Left & B  
Button 6) Left & B  
Button 7) Left & B  
Button 8) Left & B  
Button 9) Left & B  
Button 10) Left & B  
Button 11) Left & B

To activate during play, hit Pause and then C



## Splatterhouse 3 (Genesis)

### Hidden 1 Up

Go to room shown in picture on stage 4. If you search the dead body (shown in the other picture) you'll get a 1 Up. This will help you beat the 4th boss.

## Wings of Thunder (Duo)

### Boss Code

Enter the configuration screen and set the Level to hard, Music to 01, and Sound to 01. Then make sure your cursor is not on "Exit" and press "Run" while holding "Select" & "I". You should hear a chime and the word "Boss" will appear instead of "Exit". Exit the configuration screen by putting your cursor on "Boss". Start the game, and any level that you choose will put you right to the boss of the level.

Morrey Tip: 10,000 Crystal Bonus. At the configuration screen, set the level to Super, Music to 02 and Sound to 02. Then make sure your cursor is not on "Exit" and press "Run" while holding "Select" & "I". When you start the game you will have 10,000 crystals.

## Fatal Fury (Genesis)

### Unlimited Continues:

At the continue screen, press C while holding A & B before the countdown reaches zero. You can boost your credits up to 9.

### Unlimited Time:

At the Option screen set the cursor on Time Limit then press Left while holding A until the number reaches 00. Start you game and you will have unlimited time.

## Final Fight (Mega CD)

### Automatic Rapid Punches:

At the option screen put the cursor on exit and press "Start" while holding Right, A & B.



# Rock N' Roll

BLOW DIRT  
YA ROAD  
TURD

IT'S A  
JUNGLE,  
DREAD  
NUTS!

SUCK A  
PIPE,  
ROADIE!

# RACING

Yeah! With hard-driven music to your ears, it's time to slam it into gear with Rock N' Roll Racing. Custom cors, radial weapons and lead-footed croozies compete head to head for money, weapons and fame as Lorry "Supermouth" Huffman calls it all. So back off wimpy, this race oin't for no Sunday drivers!

For more information on Rock N' Roll Racing, call 1-800-969-4263 or visit your local retailer.

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TRACK FEATURING "Bed To  
The Bone" written by  
George Thorogood,  
"Poronoid" by Black  
Sabbath, "Born To Be Wild"  
by Steppenwolf, "Highway  
Star" by Deep Purple, and  
"Peter Gun" by  
H. Moncini.

# VIEWPOINT

VIEWPOINT IS A PLACE YOU MUST VISIT BEFORE YOU GO OUT AND BUY YOUR GAMES. THAT WAY ALL THE GOOD DEVELOPERS WILL GET RICH AND ALL THE BAD ONES WILL EITHER BE FORCED TO IMPROVE OR BECOME TV EVANGELISTS.

Jeff Brooks

Boyz

John

New Bro

John

RATED BY:

SKID'S PICK

I play games for fun, period. Chuck 2 makes me laugh and has all the color, graphics and special FX I could hope for on a cartridge.

SKID  
GAMER

SGT.  
GAMER

TOM  
SLICK

THE  
ENQUIRER

CHUCK 2 SON OF CHUCK - VIRGIN - 8 MEG - 1 PLAYER - SEE REVIEW PG. 28-29



93<sup>1</sup>

Never in my wildest dreams did I expect a sequel this good to the awe-inspiring Chuck 2. Baby Chuck has twice the play mechanics and great new special FX and now I have a CD version may be on the way! Core remains superb on the Genesis.

SGT. GAMER

Zombies is my hands down winner. I've been playing it for 3 weeks solid. While it hasn't taken a hold of me like Zelda, it comes close.

SKID  
GAMER

TOM  
SLICK

THE  
ENQUIRER

ROBO ALESTI - TENGEN - CD - 1 PLAYER - SEE REVIEW PG. 34-35



79<sup>1</sup>

Finally! A worthwhile shooter for Sega CD. Although the capabilities of the CD are barely kicked the greatest diversity, replay ability and great techno soundtrack make it a well rounded shooter worth owning.

SGT. GAMER

Son of Chuck is one disgusting little worm! But, the little guy stakes out some serious action/performing with special effects that you can't see on the screen. Compare this with the graphic and adventure style that is Core's trademark and you have another strong game from Virgin.

TOM SLICK'S PICK

I've got to agree with the Enquirer and go with Turbo all the way. Capcom knows what I crave to play... feed me!

THE ENQUIRER'S PICK

Is there any doubt? Oh, yeah baby, you know it. When the SF2 show is in town, the Enquirer is firmly planted at center stage. Perfection!

GENERAL CHAOS - EA - 8 MEG - 4 PLAYER - SEE REVIEW PG. 46



84<sup>1</sup>

This game delivers on fun, graphics and humor. Where it falls for me is in the limited control you have over the characters. A Rambo style format would have served those great characters much better... great fun for four players.

SGT. GAMER

Robo Alesti makes a strong case for the advantages of CD. The music, sound effects and special FX all combine to take the game to a whole new level. Teigen made a good choice when they picked up this Compile title. There is no question that Robo Alesti is the premier shooter on Sega CD.

TOM SLICK

91<sup>1</sup> This is a great example of quality action/performing by the masters at Core. Chuck 2 is a rare example of the sequel entry being better than the original. The play mechanics and concepts behind Chuck are fresh and unique and Core has given Virgin another winner.

THE ENQUIRER

90<sup>1</sup> Mac, what an improvement over the first one. I can see that Core has learned the Genesis hardware because the effects that you see are unbelievable and when you think you're playing a SNES game, the game is really had a blast to play ever and over.

ROCKET KNIGHT ADVENTURES - KONAMI - 8 MEG - 1 PLAYER - SEE REVIEW PG. 30-31



70<sup>1</sup>

This game delivers on fun,

graphics and humor. Where it falls for me is in the limited control you have over the characters. A Rambo style format would have served those great characters much better... great fun for four players.

SGT. GAMER

75<sup>1</sup> General Chaos is my type of game. The combination of military goals and the quest for power and control are all things that make me wake up with a smile on my face. The fact that I can dash out the grot with my legend of 3rd class friend just makes it that much more memorable and special!

TOM SLICK

73<sup>1</sup> General Chaos is a pretty unique concept that, while a little short on action, gets high marks for its creative play style and strong presentation. It's not the first game that I would pick off of the shelf, but, through the 4 player top, it offers some great party gaming.

THE ENQUIRER

88<sup>1</sup> This is one great shooter. The graphics are very detailed and the game has the great game play that most shooters are missing. While there are tons of animation sequences, the most impressive features of the game are its length and difficulty which is all top notch.

ALISIA DRAGON - GAME ARTS - 8 MEG - 1 PLAYER - SEE REVIEW PG. 108-109



90<sup>1</sup>

What can I say, Konami does it again.

The new character is great (although a bit too cute) and the game is loaded with variety. Some of the special FX left me speechless. I look forward to many more Rocket Knight Adventures.

SGT. GAMER

91<sup>1</sup> Rocket Knight is simply a great game. Sure, it has all of the bells and whistles that you have come to expect from Konami products, but it is the sheer joy in playing the game that makes Rocket Knight a true gem. Konami has made my job a pleasure once again.

TOM SLICK

92<sup>1</sup> Sparkster is way cool! I really had fun playing this game. In fact, after I beat it on the normal difficulty setting, I was still coming back to it, determined to beat it on hard the true sign of a great game! Konami has made my job a pleasure once again.

THE ENQUIRER

90<sup>1</sup> Rocket Knight really delivers the goods! The FX in this game really blow me away. When you couple the graphic quality with the varied play mechanics, you have another top shelf game from Konami that guarantees a good time for all.

STREET FIGHTER 2 TURBO - CAPCOM - 16 MEG - 2 PLAYER - SEE REVIEW PG. 50-64



92<sup>1</sup>

This game looks nothing over time. If it come out today, it would still be considered one of the best. Gamers sole action title for cartridges is a unique and challenging game full of great graphics and awesome color. Dig one up if you don't own it.

SGT. GAMER

84<sup>1</sup> God, I loved this game! When I was feeling the blues, looking for good Genesis software, she was there for me. Alisia, Alisia... your shooting and platform action, diagonal scrolls and uncanny sense of style brought me back to my Genesis at a time when I was considering leaving it.

TOM SLICK

88<sup>1</sup> Alisia is one of my all time favorites on the Genesis. Gamers really ponded their design effort into the details of this action title and it shows. Even though it's an older title, it still holds up well today.

THE ENQUIRER

88<sup>1</sup> Ah, waaaayback! Alisia Dragon is one of those games that always sticks in your mind. You know, the kind where you were the first time you played it. This Genesis title is completely unique from beginning to end and still stands out as one of the best action titles for the Genesis.

93<sup>1</sup>

This is, without a doubt, the best home version of Turbo you could ever hope for. It's lagging fast, controls perfect and delivers 100% of the original arcade feeling. I don't spoutin' lip fightin' games, but I know a perfect translation when I see one, and this is it!

SGT. GAMER

Hyper Fighting is an over play for pixel perfect action that is going to have the millions of SNES fans out there waiting in the ER once again. For these fans, this game is a 99, no questions asked. Capcom has given the people what they want and they've done it to perfection.

TOM SLICK

99<sup>1</sup> Thank you Capcom. I am now set for the next year. Hyper Fighting is perfect and it was worth the wait. SNES owners who waited for the original are going to go ga ga for this. For me, this is what gaming is all about.

THE ENQUIRER

100<sup>1</sup> This new 16 meg version of Turbo for SNES is the closest name translation I have seen yet. Everything from the voice to the music is spot perfectly translated. All the original look and play is intact to the core. A perfect translation if you don't count the ending bonus stage.

# EGG-LAYING

EXTERMINATE  
DEADLY FACE-  
HUGGERS!

# CHEST-BURSTING

CHEST BURSTING  
EXCITEMENT!

SCRAMBLE  
ALIEN EGGS!

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EXOSKELETONS  
OVERHEAD!

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**SUPER NINTENDO**  
Entertainment System

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THE  
ADVENTURES OF

# MONITAUR

HAVING JUST  
SAVED MONITAUR  
AND THE POSTMEISTER  
FROM BEING ERASED OUT OF  
THE GAME IN WHICH THEY  
WERE TRAPPED, SGT. GAMER  
NOW SEEKS SHELTER FROM  
THE TIME-BOMB HIS  
RESCUE HAS TRIGGERED.

5 SECONDS  
UNTIL  
CRITICAL MASS



THE SMOKE CLEARS  
AND WE FIND  
GAMER STILL  
ALIVE, BUT...

NOW WHAT? I'M TRAPPED  
IN SOME KINDA  
FREAKIN'  
DUNGEON!

HELP...  
US...

HUH?  
MY GOD!  
WHO DID  
THIS?

IT WAS  
BLOWMEISTER.  
WE WERE  
ONCE  
HEAD  
PROGRAMMERS  
AT KONAMI  
& VIRGIN.  
HE LURED  
US AWAY  
WITH THE  
PROMISE  
OF DEVELOPING  
NEW AND  
EXCITING  
GAMES

WHEN WE SAW  
THE GARBAGE HE  
WANTED US TO  
PROGRAM, NATURALLY  
WE REFUSED!

AND WE'VE  
BEEN HERE  
EVER SINCE.

THAT  
MONSTER!

THAT'S NOT EVEN  
THE WORST OF IT.  
HE MAKES US PLAY  
GAMES LIKE "VALIS 13".

NO, A GOOD  
DAY IS WHEN  
WE GET TO  
RESEARCH  
ATARI 2600  
GAMES!

SOON...

OH, THANK  
YOU!

YES,  
HOW CAN  
WE REPAY  
YOU?

WELL, CAN YOU  
HELP ME GET MY  
FRIENDS OUT OF  
THIS GAME?



YOU NEED THE  
3D IMAGER!

YES, THERE'S  
A PROTOTYPE  
DOWN THE  
CORRIDOR!

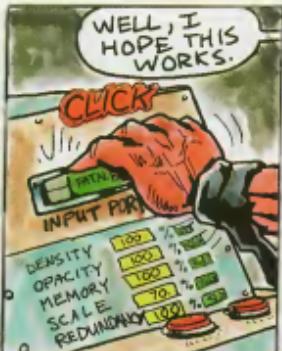
THANKS. HERE'S  
A COPY OF "LANDSTALKER"  
AND A BAG OF  
GUMMI BEARS!

BLESS  
YOU, MY  
CHILD!

SHORTLY...

NOW TO FIND  
THIS "3D IMAGER."

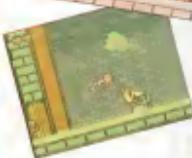




TO BE CONTINUED.

Wolfgang '93

# GO HAIRWIRE WITH YOUR SNES



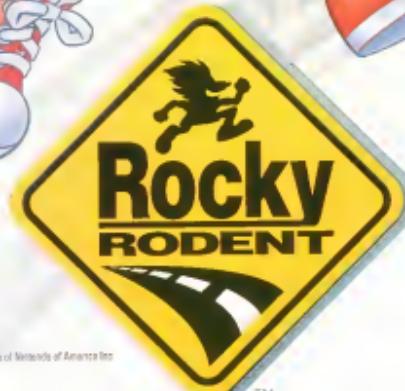
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Nintendo

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The greatest name in World Championship racing

-Super NES



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Play either Dr. Grant,  
the heroic  
paleontologist,  
or the blood thirsty  
dinosaur, Raptor  
-Genesis

Sega JURASSIC PARK



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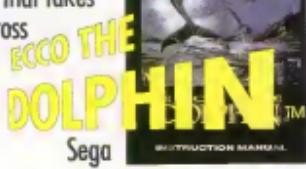
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# SEGA SECTOR



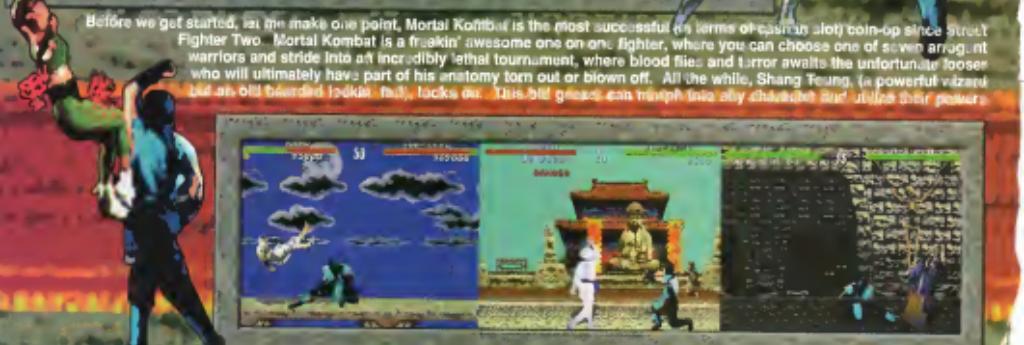
GENESIS PREVIEW



ACQUAM  
FIGHTING  
2-PLAYER  
IN MEG  
AVAIL SEPT 13



Before we get started, let me make one point. Mortal Kombat is the most successful 16-bit slot coin-op since Street Fighter Two. Mortal Kombat is a freakin' awesome one-on-one fighter, where you can choose one of seven armugant warriors and stride into an incredibly lethal tournament, where blood flies and terror awaits the unfortunate looser who will ultimately have part of his anatomy torn out or blown off. All the while, Shang Tsung, a powerful wizard who is an old bearded fucker, has, lacks do. This big general can morph into any character and upsize their powers.





whenever he wants. He's one bad ass senior citizen. However, before you meet him you'll have to engage seven other fighters and three to an add two in one on one, head explodin' lung tearin' battle. Oh, and I almost forgot... there's Goro, a clothing salesman's nightmare. He's half man, half dragon. And if you're not totally familiar with your character he will quickly pummel you into oblivion. Quarters per Cartridge-A Mortal Kombat jamma kit, (cabinet not included), will run you around eighteen hundred dollars for about 7200 quarters. While a real good 16 meg Genesis version will run you around 70, (250 quarters). I don't know why I'm telling you this but there it is. I guess its

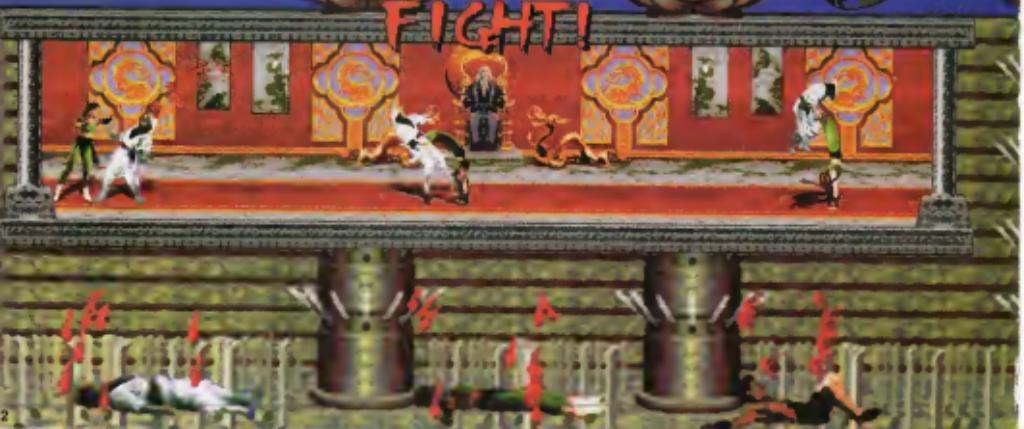
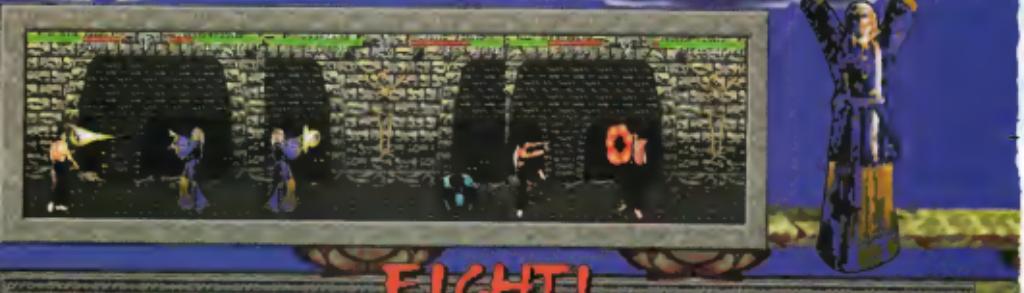


value man, value. Probe and Acclaim are bringing you one healthy version of MK. CENSOR THIS! I don't know, I must have slipped and hit the buttons just right, because I heard a voice and then, like magic, there was blood and death moves in the game. So, they spent instead of spray. I still beat Cage's head off. Q & A... I'll ask myself questions like a schizophrenic to answer yours. Are the characters the same size as the original coin-op? Yes. Are they digitized and well animated? You see the backgrounds as detailed and animated? About 80% yes. Is the music good? For a Sega cart, yes definitely. Its awesome! Is the voice there? You get "Fight," Get Over Here." Excellent



and "Finish Him," (at least in the version we previewed.) And finally, are the blood and death moves in this version? Well, yes and no. As I said before, I somehow slipped, (apparently at just the right time), and accidentally found this code that gives you the blood and the death moves. However, they are toned down a bit (from spray to spurt) but still look way cool and definitely get the job done. So there you have it. I believe next month actual percentages will be given. You can be confident they will be quite high.







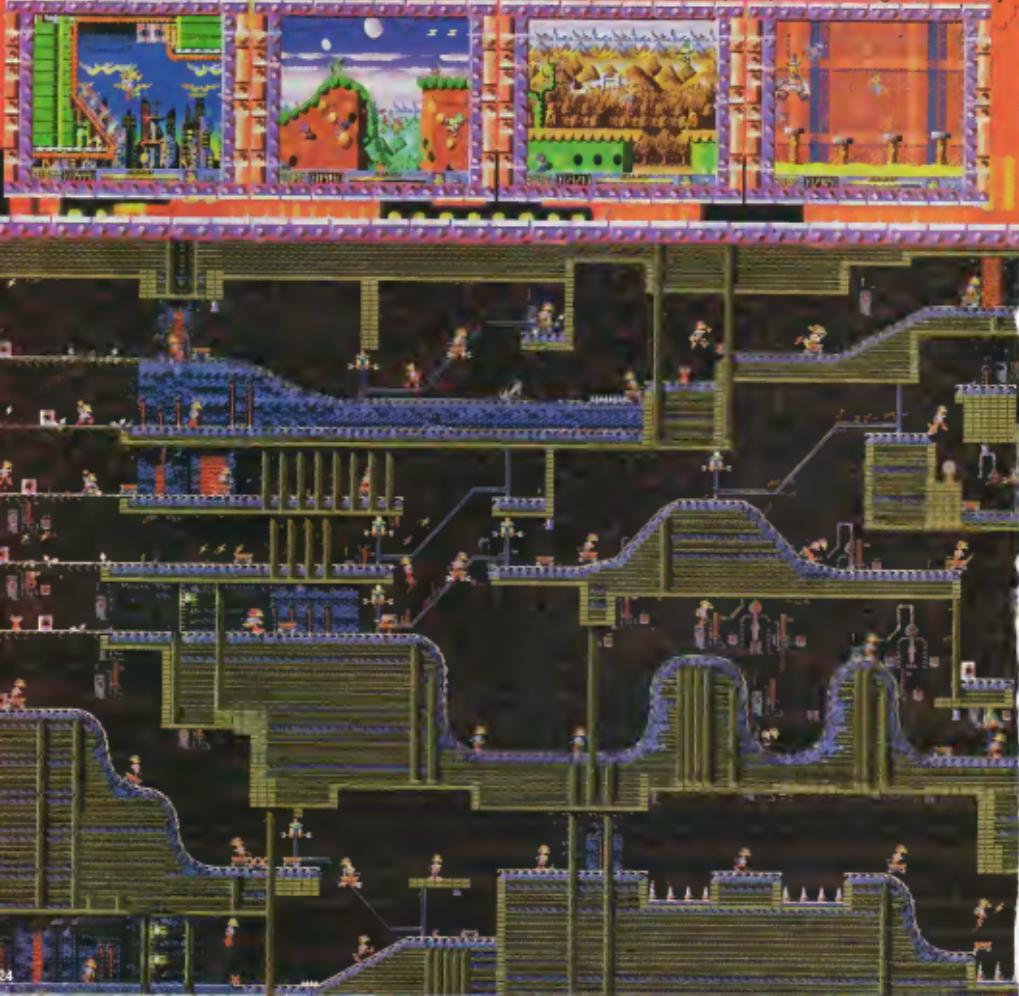
# FINISH HIM



# SOCKET

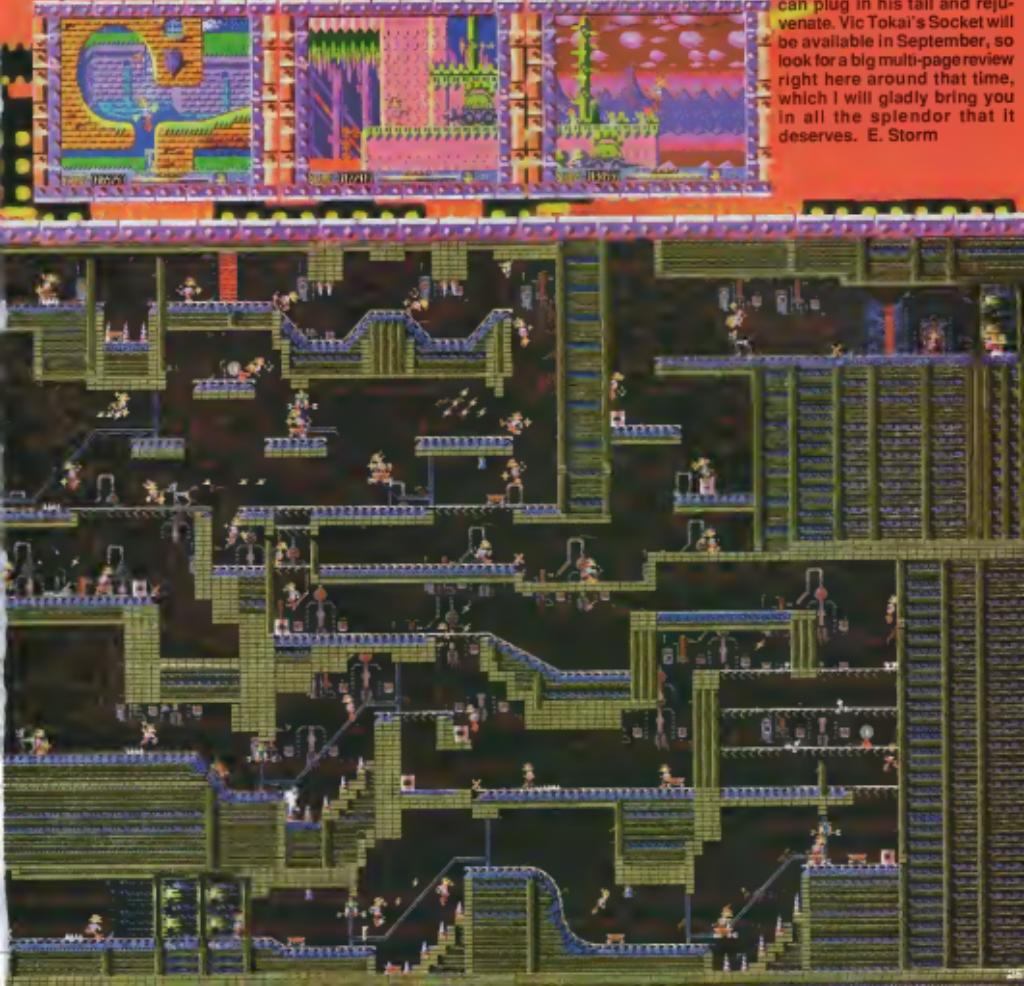


Back in the summer of '91, a hedgehog burst on to the scene. A unique new action game was introduced and took off like a rocket. Apparently the programmers at Vic Tokai must have had their eyes on the stars as that rocket flew by, because they've taken that formula and created a game all their own, around a robotic duck who travels through time in an effort to stop the time dominator from stealing earthly treasures from the past. His name is Socket. A SOCKET PLUG ... Although similar to Sonic, Socket employs new features exclusive to this title and graphical quality that is among the best in the 16 bit genre. Let's talk about play mechanics first. Socket's attacks are either a kick, which can be performed horizontally or vertically or an invincible dash when Socket kicks the appropriate item. Other than that, it's perfectly executed jumping and a lot of searching that will get you through the vast colorful levels which include 7 high speed areas; the Emerald Forest, Treasure Castle, the Olein Caverns, Stone Age, Antiquity, Futurus and, finally, the Time Castle. Each level has three stages and a boss room and there are four very unique bonus stages that will try





your jumping skills and timing. Combined, you get 21 plus levels ranging from short to extremely long and all are loaded with layer upon layer of scrolls, excellent attention to detail, lots of color and some of the best music a cart has ever had. Sounds good, huh? Well it is, very good! **A ROBOT DUCK?** ... Ya so, he's a duck. The people of the future built him for land and water and, since he's a robot, he of course runs on rechargeable batteries. Therefore, as you operate him, his energy slowly drains. No worries though, you'll find a conveniently located receptacle at each level's beginning and end, where Socket can plug in his tail and rejuvenate. Vic Tokai's *Socket* will be available in September, so look for a big multi-page review right here around that time, which I will gladly bring you in all the splendor that it deserves. E. Storm



SEGA  
ACTION  
1 PLAYER  
16 MEG  
AVAIL AUG

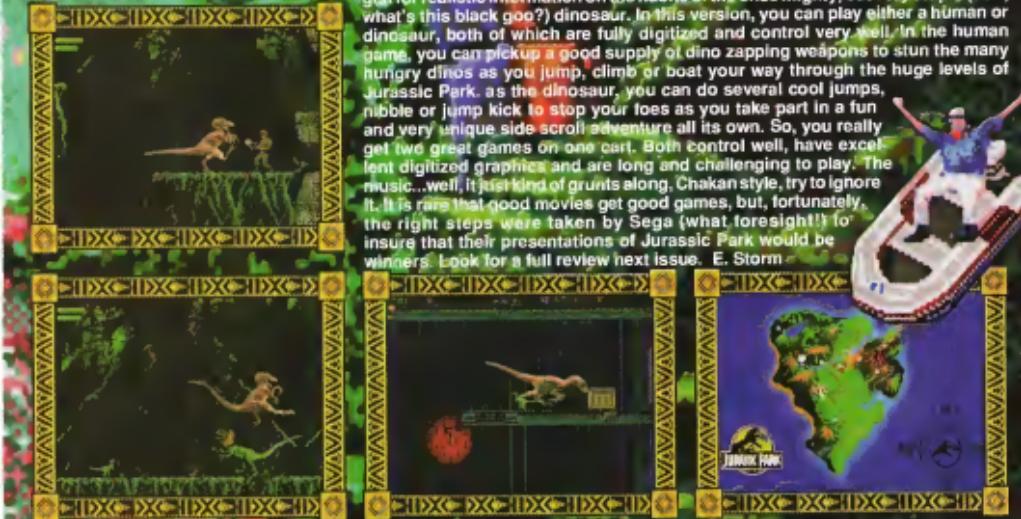
# JURASSIC PARK

I'm sure, by now, almost everyone who is willing to sit in a dark room full of strangers (some of whom may be psychos, kooks or smelly's) has seen Jurassic Park, the best thing to hit Hollywood since T2. Now that Jurassic has broken box office records with its crunch 'n' munch dino drama, we can all look forward to seeing it rammed up our butts on cups, shirts, sheets, toys, toy chains, pajamas and just about anything you can slap a logo on...video game licensors live for this stuff, so here come the games. Altogether, Sega will have 3 JP titles: one for CD, one for Game Gear and the one shown here on 16M cart for Genesis. Of course, Nintendo will jump on board with a SNES version (by Ocean) and, undoubtedly, a Game Boy version. SOA takes their big lizards very seriously, as is apparent in both this and the CD title. They





spent a year on research and went as far as hiring the services of a paleontologist for realistic information on the habits of the once mighty, but very stupid (duh, what's this black goo?) dinosaur. In this version, you can play either a human or dinosaur, both of which are fully digitized and control very well. In the human game, you can pickup a good supply of dino zapping weapons to stun the many hungry dinos as you jump, climb or boat your way through the huge levels of Jurassic Park. As the dinosaur, you can do several cool jumps, bubble or jump kick to stop your foes as you take part in a fun and very unique side scroll adventure all its own. So, you really get two great games on one cart. Both control well, have excellent digitized graphics and are long and challenging to play. The music...well, it just kind of grunts along, Chakan style, try to ignore it. It is rare that good movies get good games, but, fortunately, the right steps were taken by Sega (what foresight!) to insure that their presentations of Jurassic Park would be winners. Look for a full review next issue. E. Storm





Cheers mate! Chuck has created another cool new cartridge.. Holy beer belly! Chuck's got a kid!, and it's just as gooky lookin' as he is. What was Ophelia thinking?

#### CHUCK'S GOT A PROBLEM

Brick Jagger (must have big lies) has Chuck tied up down in the smelly sewers and it's up to you as Chuck's big-headed boy to get your little butt down there before something nasty happens to him like maybe he'll starve or run out of beer.

IT'S ALIVE

As Son of Chuck, who, by the way, is one ugly baby, you can perform clever moves with your only weapon, a huge club that's roughly the size of your body. Chuckie drags this around until there's trouble, then he can: a) swing it like a dead man or b) climb up and balance on it, allowing low, slithering beasts to just crawl by. In all, there are 18 levels of prehistoric mayhem to enjoy and each one has its own secrets and strategies, which is one of the things that make this game so outstanding. You'll spend a lot of time just trying to figure out how to get up somewhere or, in Butterfly Grove, finding Oscar the Ostrich,





is getting at monkeys or bats you a little art let  
you use his vine, it's a very interesting

#### SPECIAL FX

The programming team at Blue should have known that the movement system would always be prone to error, but they've added the "Bounce" feature to the Lava Zone, where the player's rotation back and forth creates a wild seesaw-like background. I've only seen this move successfully in one other game, and I've never seen it done this well on the SNES.

#### WE SONNA HAVE FUN?

Ya, you are. In fact, you may find yourself laughing a little. The combination of up-tempo jungle tunes and little Chuck's butt sliding down a water slide going *yowow!* is pretty funny. The cast of characters is also kind of crazy. There's Grubert Redford, Crazy Jerry, Breezy Bryan (a fisher), Porker, Dippy Dan, Sim Surfer, Steve Stein, Bertha and Wally Waterblower, just to name a few. Speaking of Wally Waterblower, here's a little hint. If the Wacky Waterfalls try jumping left when he vaults you,

Son of Chuck is what a sequel should be: it's much better than the last and incorporates entirely new and better levels with all-new play mechanics, while still maintaining the best its predecessor had to offer.

So, if you're ready for river races, know problems, spooky caves, lava trees, wacky waterfalls and other such prehistoric dwellings, grab an extra pair of Pampers and assume the role of Chuck's big-handed, diaper-wearin', club-swingin' little baby ... Son of Chuck.

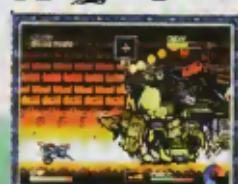
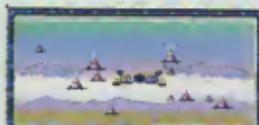
# ROCKET KNIGHT ADVENTURES

KONAMI CROWN LAYER 8 MEG AVAIL AUG.

Since we previewed Rocket Knight last month, many changes have been made and now a great game is even better. One thing I can say for sure, Sparkster is a hit! Konami has added all the necessary ingredients to create a unique new environment for their unique new character...sequel power! THE SPARKSTER ... As a Rocket Knight, Sparkster can power-up and loft into the air or on to high perches. This helps create the incredible play mechanics incorporated in the game. Mastering this technique is the only way to guide Sparkster through the many complex and multi-directional levels. Sparkster can also fly, which creates yet more versatility, as many shooter elements have been added throughout the game, along with some other airborne surprises. WHERE ARE WE? ... The look and feel of Rocket Knight goes from bright forests and caverns filled with reflective lava to deep, dark mechanized levels where the eerie look of the hideous enemy pigs loom in the architecture of the backgrounds. The graphics are first rate and, of course, the playability is flawless. IF I COULD WAVE MY MAGIC WAND ... The Rocket Knight team pulled out all the stops to bring you some eye popping special FX like mirror images that mimic your every move (a tirade on Genesis), incredible warping effects and many other graphic tricks which surprise you throughout the game. They truly work magic on the Genesis. The music is also excellent. In fact, you can already tell that Konami games have their own unique sound on the Genesis, and it sounds great. WILL I MEET NEW PEOPLE? ... Oh ya, the small ones will burn their butts trying to stop you. Get by them and get ready to meet some full screen bad guys that can't wait to squash you like a tin can. The bosses in Rocket Knight range in size and change constantly to suit each level and, believe me, they are mean. Find a pattern and do it perfect or you're lunch! HOW LONG WILL I BE GONE? ... Well, that depends on what difficulty you select. The game itself is not timed and the levels are pretty long, so enjoy it all. I'm sure that, once you finish Rocket Knight, you'll find yourself going back constantly, as we have, until you are a master...and then you'll still play it. This new game has got it all; unique varying play mechanics, great graphics, lots of special FX and huge bosses. Konami does it again. Seldom do character games this good come along, so grab this one as soon as it comes out and have some fun—it's on the Sparkster.



# RANGER-X



Last issue, we brought you a preview of the newly-released import title, Ex-Ranza. At that time, we mentioned that Sega of America showed a US version of the CES (we figured they would), we'd be back with more. Well, Ex-Ranza was at the show, although tucked away in the vast Sega display (as were Sega's other two best games, Gunstar Heroes and Stargraph) and is now part of Sega's strongest summer lineup ever. ENJOY THE RIDE ... You don't rush through Ranger-X. You must study your craft, know your enemy's strategy and familiarize yourself with each level to win the game. It's programmed to perfection and should, and will, be played over and over. FLICKER FREE ... The US version is slightly different than Gau's original.

- Take out this first generator. This cuts the power to the cannon on the cave wall. Now free fall, straight down, facing left.
- The goal here is to destroy these huge mechanized hole diggers, take out the first one here with your normal shots.
- Fly over the poisonous pool and take out this generator. It cuts the power to 3 cannons and allows you safe passage up the chasm. After you destroy it, go to your ex-up vehicle and make sure you equip your bombs.
- 2 bombs will waste this tank, exposing your power pod. You can regain energy here from now on. But, remember, as your energy goes up, your special weapon power goes down. You will also find your 3rd special weapon here.
- There are three targets here; a tank, a cannon and a generator. Morph with your ex-up vehicle and roll up and down the incline until all 3 are toast (watch for falling rocks).
- Take out the second hole digger. Let in the light here, then draw in the deadly leeches (the light kills them) sit tight and shoot until you bore a complete path to the generator.
- Blowing up this generator cuts the power to the cannon below, allowing you to waste hole digger 3, unobstructed.





Final - Ex-Ranger, the explosions are so noisy (needed for dramatic effect) that they caused some flicker and, when you shot, a hole digger for the first time, it spewed out a long line of boulders. Now, the explosions are smaller and the boulders are few. It's all pretty much flicker-free but, personally, I prefer the dramatic effect the import provides. COUNT THE DAYS ... Ranger-X is set for a September release. Until then, we'll bring you these helpful play strategies. Pictured below is level 2, the first really complex level. Ranger-X is a fantastic game. In fact, I consider it among the top five Genesis games of all time and, if you're looking for an action shooter you can sink your teeth into, so will you.

#### Take Out Hole Digger #3

- Fly straight through the tunnel and start working the two generators at the end. When the tanks find you, draw their fire away by flying back and forth. Try to take as few hits as possible.
- Destroy the three pesky, hopping drones by using a combination of bombs and normal shots. You can also kick them (by walking straight into them).

#### Now, shoot the cave ceiling, allowing outside light to shine through.

- When you shoot these rocks, they roll down back at you. So, stay back then, as you chip away at the barrier, leaches will attack and, although small, they can do major damage. So, when they appear, fly back and draw them into the light, where they will soon explode.
- Hole digger #4. Bend down and take it out using your normal shot; you're still saving your bombs for the level's end.

- Blow this generator by either kicking that big boulder in to it or simply shooting it. Get ready to fly, though, there's a pool of harmful liquid directly below.
- As soon as it blows, fly up and right, through the last chasm, kicking the hopping drones in front of you. Fly straight through to the end then unload your bombs one after the other, until the last hole digger blows. That's it! Now, get ready for the awesome line scrolls as you confront the level guardian.



# ROBO ALESTE

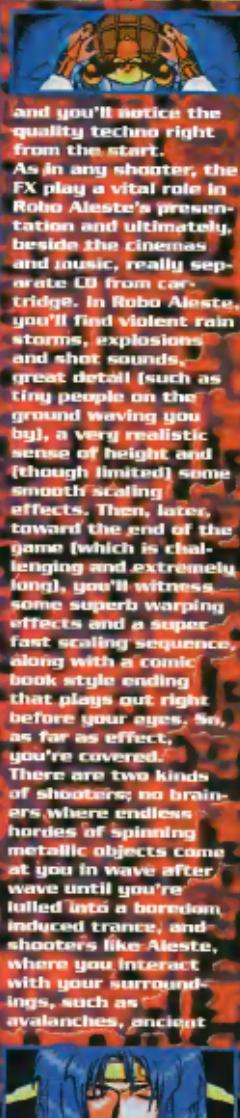
TENGEN  
SHOOTER  
4 PLAYER  
CD  
AVAILABLE

What should a first generation CD shooter have that a cartridge doesn't? Perhaps a little scaling and maybe long levels packed with enemies and animation. Oh and, of course, cinematic intermissions and a butt kickin' soundtrack. Ya, that'll do for now. So, where do you find such a game? Well, until now, you would have needed a plane ticket, but now Tengen has brought Compile's first Mega CD effort state side to add to the so far bogus but about to take off Sega CD lineup.

Originally titled Nobunaga and His Ninja Force, Robo Aleste was designed by the long standing king of overhead shooters in Japan (where they go nuts for 'em) Compile, who were responsible for the popular Spriggan series for the PC Engine CD.

Robo Aleste starts off with a narrated cinematic intro, where the story unfolds and the characters are introduced. From there, you find yourself hovering over a rushing river with enemies scaling in from overhead. The sampled water sound is great

and you'll notice the quality techno right from the start. As in any shooter, the FX play a vital role in Robo Aleste's presentation and ultimately, beside the cinemas and music, really separate CD from cartridge. In Robo Aleste, you'll find violent rain storms, explosions and shot sounds, great detail (such as tiny people on the ground waving you by), a very realistic sense of height and (though limited) some smooth scaling effects. Then, later, toward the end of the game (which is challenging and extremely long), you'll witness some superb warping effects and a super fast scaling sequence, along with a comic book style ending that plays out right before your eyes. So, as far as effect, you're covered. There are two kinds of shooters; no brainers where endless hordes of spinning metallic objects come at you in wave after wave until you're lulled into a boredom induced trance, and shooters like Aleste, where you interact with your surroundings, such as avalanches, ancient





trains, earthquakes and ancient temples full of doors and guardians.

The enemies in *Robo Aleste* attack from all four sides and are extremely varied. There are once ancient flying crafts, now mechanized, mace wielding cyber ninjas and kites in the sky and an assortment of vehicles on



the ground. But, no worries, you can pick up and power up five different weapons, each with their own strong points (although lasers on 3 will cut through just about anything).

Lastly, I must say that the soundtrack is among the best I've heard, especially if you're into techno. The



once saturated shooter market is now limited, only the best are picked up for US release and Tengen's definitely got one here, *Robo Aleste* will no doubt see



several sequels (part 2 is already 1/2 done). Let's hope Tengen sticks with them and continues to bring us quality shooters for our Sega CD's in the years to come.



AH-3

# AH-3 FIREHAWK

JVC CORE  
3D SHOOTER  
1 PLAYER  
SEGA CD  
AVAIL AUG



When last seen in the pages of Game Fan AH-3 Firehawk went by the name of Thunderhawk. At CES, the name was not the only thing that had changed. Core has been hard at work, adding more levels and digitized level segue ways to this already impressive title. As you can see in the accompanying screen shots, Core has added many more land and air based enemies to the game and they have been able to take the 3D technology that they developed for Jaguar XJ220 and expand upon it to create an action helicopter simulation that breaks new ground, graphically, while maintaining an addictive quality that is very hard to achieve in a shooter.





AH-3 Firehawk looks to be another step up to the next level. JVC and Core have made a dedicated effort to creating unique 3D titles for the Sega CD and it is obvious that they are among the programming elite on this system. Look for a full review to appear in an upcoming issue. Until then, check out the photos, baby ... AH-3 is one sweet machine!

Talko





Every time I think I've seen it all on 16-bit, someone digs yet deeper and proves that the Genesis hardware is still full of surprises when in the hands of masters. Companies like Konami, Rare, Virgin, Sonic Team, Technosoft, Gau and Core are constantly wowing us game heads with new tricks in animation, scaling, rotation and other such wonders. Usually, when tricks such as these are used (since they eat up a lot of memory) you get a superb, yet short game that is limited in other areas, such as music, sprites on screen, boss size, etc. But now, shooting on to the scene from nowhere, comes a new company aptly named Treasure, who have among their staff the two programmers that made Contra for Konami. What they have created here is hands down and by far the best action game I have ever played in or out of the arcades. They have somehow managed to stuff, a 2 player option, massive characters and explosions on screen, vertical and horizontal game play, tons of moves and options, tons of color, 3 styles of game play, length, great music and special FX so dazzling and so often that you won't believe your eyes, into an 8 meg Sega cartridge. You would think SOA would hope this





one everywhere with TV and print advertising, but instead, it was tucked away in the vast Sega area on a 17" monitor, where I'm sure many people didn't even see what was definitely action game of the show. No big movie license, no big name recognition and no dinosaurs on screen equals no big deal to Sega. They're sitting on the action game of the year and don't even know it. However, with Ranger X, Silpheed and Gunstar, SOA has the strongest second half lineup in the company's history. When you play Gunstar Heroes, you realize just how mediocre many of the games you've been playing are. From beginning to end, it's a thoroughly engrossing, thrill a second game play experience. It's not good in parts, it's a good everywhere. It just takes you and doesn't let go. I may seem over excited on this one, but everyone here and friends elsewhere in the game industry who have played through feel the same way, so I'm not alone. This is the one game that may take every one's minds off SF2 and remind us of what games are all about again. I look forward to bringing you a review on Gunstar soon (as if I just didn't) and to Treasure's next venture, which will hopefully, be a sequel. E. Storm

# LANDSTALKER

It's finally here, Landstalker! For all of you who patiently waited, Sega of America has heard your cries for more RPGs and is finally going to release the best action-RPGs ever created for the Genesis, as well as one of the most addictive games I've ever played. I refused to leave my office for days (thank E. Storm for the toad under the door). I couldn't put it down. I was determined not to leave until I was victorious and put another notch in my controller. In Landstalker, you play the role of Nigel, a treasure hunter, whom you must guide through some of the toughest, mind boggling labyrinths you'll ever see. Powered by 16 megs, the attention to detail is amazing (for example, when you purchase an item in a shop, you must actually pick the item off the shelf and carry it to the shop owner). The control has also been the recipient of this extra attention to detail as you need pinpoint accuracy throughout each level. Scattered in between the labyrinths are towns, paths and walkways infested with monsters and mutants that must be disposed of. When you enter a new town, be sure you talk to all of the inhabitants. You never know who might have the right information, also be sure to purchase as much Eke Eka (restores life) as you can carry and always save your game, by visiting the priest, before you leave any town. Landstalker is a must buy. If you like Zelda, then you will love Landstalker. It is a masterful design and will keep you glued for days...I guarantee it. We'll begin our in-depth coverage on this incredible title next month. Kid Fantastic

SEGA ACTION  
1 PLAYER  
16 MEG  
AVAIL AUG

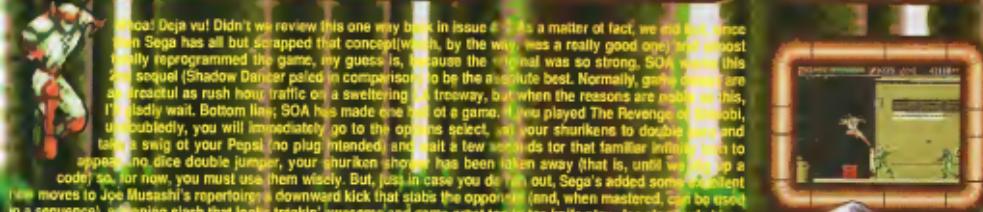




# SHINOBI 3

*Return of the Ninja Master*

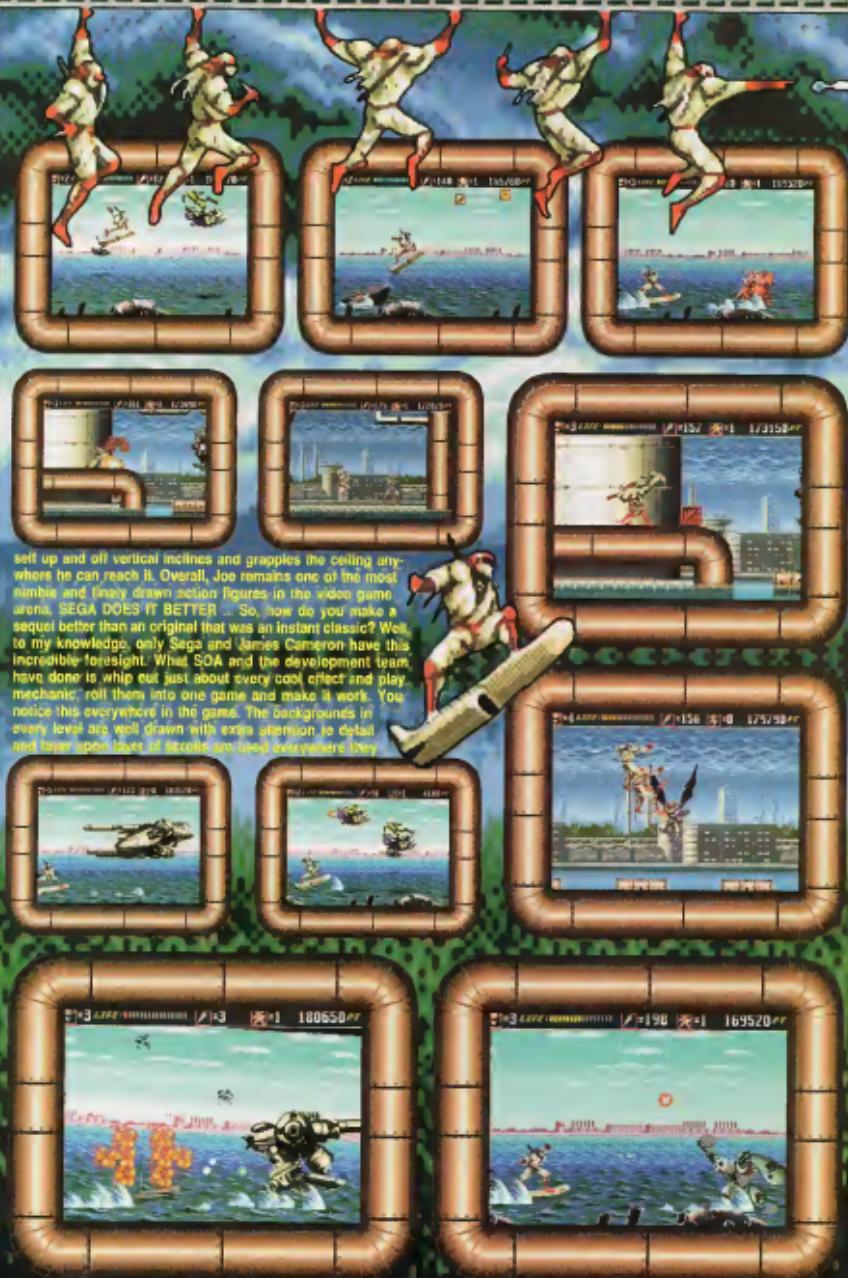
SEGA ACTION  
1 PLAYER  
3 MEG  
AVAIL SEPT.



**Deja vu!** Didn't we review this one way back in issue #2? As a matter of fact, we did! Since Sega has all but scrapped that concept (which, by the way, was a really good one) and almost entirely reprogrammed the game, my guess is, because the original was so strong, SOA wanted this 2nd sequel (Shadow Dancer paled in comparison) to be the absolute best. Normally, game changes are as stressful as rush hour traffic on a sweltering freeway, but when the reasons are noble as this, I'll gladly wait. Bottom line: SOA has made one hell of a game. If you played *The Revenge of Shiroobi*, undoubtedly, you will immediately go to the options select, set your shurikens to double jump and take a swig of your Pepsi (no plug intended) and wait a few seconds for that familiar infinite loop to appear. No dice double jumper, your shuriken should has been taken away (that is, until we type a code) so, for now, you must use them wisely. But, just in case you do run out, Sega's added some excellent new moves to Joe Musashi's repertoire: a downward kick that stabs the opposite (and, when mastered, can be used in a sequence), a spinning slash that looks freakin' awesome and some great toe-toe knife play. Joe also hurls him







set up and off vertical inclines and grapples the ceiling anywhere he can reach it. Overall, Joe remains one of the most nimble and finely drawn action figures in the video game arena. **SEGA DOES IT BETTER**... So, how do you make a sequel better than an original that was an instant classic? Well, to my knowledge, only Sega and James Cameron have this incredible foresight. What SOA and the development team have done is whip out just about every cool effect and play mechanic, roll them into one game and make it work. You notice this everywhere in the game. The backgrounds in every level are well drawn with extra attention to detail and layer upon layer of details and cool encounters they



can do. The action is fast and frantic, constant on the screen, though it's hard to tell at first what exactly you're doing because the pipes move so quickly. In the original *Shinobi*, the player had to constantly accelerate and jump between the two moving sections, just to make it to the final stage. These "ramps" of pipes, which required縫隙の狭さ, were now and still being used to bring the fun of climbing over pipes to a whole new level. In part 3, the programming team has dug deep and brings you even more (and maybe even better) new ideas in game design. In level 2, the fun starts when Joe comes out riding a horse, complete with sampled galloping sounds and great animation and then, in level 4, it's wet and wild as Joe appears on a jummin' ski that launches off ramps to grab power-ups and is attached to his feet, allowing you to jump



off of the surface and nail hovering enemies with shuriken-attacks. This level also has dynamite tunes (as does the whole game) that stick in your memory long after the game is over. There are also several vertical levels that express new creative game play. *Shinobi* is a complete action experience.

**VERDICT** ... Any juic of gamers would find *Shinobi 3* guilty. Guilty of keeping you up, on the edge of your bed with the headphones on, for many nights. From start to finish, this is a flawless game which incorporates everything a good action game needs to stay in the hearts and minds of gamers everywhere, for years to come. Therefore, I hereby sentence you to solitary confinement ... just you and *Shinobi 3*. Return of The Ninja Master, G. Scott



# GENERAL CHAOS

EA  
ACTION/STG  
4-PLAYER  
8-MEG  
VAIL NOW

HELP!

Listen up you pukes! General Hevac is up to his old tricks again and we can't let that happen. OK, here's the plan; Launcher, you go over by those trees. Chuckar, I want you to get in position by the foxhole. Gunner, we need you to ambush them by the river and, Searcher, I want you by the barbed wire...don't shoot until you see the whites of their eyes. Attack, attack! The tide turns...MEDIC!!! I need a medic over here. The battle is...lost.

Don't worry troops, there are plenty of battles ahead, with a 4 player tap in place, we will be well prepared to meet the enemy. According to secret agent EA, there are 17 battles per campaign. As long as we defend our capital city, the battle continues. He also said to be sure to pick-up all items on the battle field for plundering bonuses, the more we collect, the more medics we can earn. And after that last battle, we need all the medics we can get.

OK maggots, which squad is going in? Assault Team? You chickens! Demolition Squad? You weenies! Brute Force? AWOL! Call the firing squad!



# Super Baseball 2020

*Super Baseball 2020* is coming, courtesy of Electronic Arts, to your Genesis, just in time for the dog days of August and the rush for the pennant. If you've played the Neo Geo version, then you will really appreciate what the Genesis version has to offer. With the exception of the crowd animation and some scaling, everything from the arcade version is here, including the "crackers" that are missing in the SNES version.

The game is still in the preliminary stages, but I am already impressed by the fast, seamless game play and the degree of difficulty in this version. EA seems to be going for more realism in the pitching and hitting as home runs are tougher to come by and your pitchers last longer than they do in either the Neo or SNES games.

Stay tuned as Game Fan brings you the full review next issue. Talko



**FLYING EDGE**  
**ACTION**  
**1 PLAYER**  
**8 MEG**  
**AVAIL. NOW**

# THE SIMPSONS BART'S NIGHTMARE



Ay carumba! Bart's in trouble and he'll need your help to find his missing homework papers. What a nightmare that's going to be! While searching Springfield for his lost pages, Bart will encounter crazy mail boxes that hop off their posts, Otto man and his runaway school bus and the infamous Principal Skinner, who will try to make Bart wear a suit and tie. Keep your eyes peeled for the loose pages drifting around because, if you don't retrieve them all, Bart will be held back in the 4th grade forever! So, get ready, because the Bart man is on his way to the Genesis. Magilia

# BUBSY

*IN THE CLAWS OF ENOUNTERS OF THE FURRED KIND*

SEGA GENESIS  
ACTION  
1-PLAYER  
16 LEVELS  
ALL AGES

Hey, what cat's this? Except, this time, he walks under my jurisdiction here on Sega Sector. I reviewed the SNES version back in issue #6 and I really liked it. So, I've been anxiously awaiting a version on my system of choice, the Sega Genesis. Although the SNES can display more colors and has a powerful sound chip, I just like the way Sega games feel, especially Bubsy, who needed a little help and feels right at home on the Genesis. Bubsy seems a bit more fluid and the awkward feeling the jumping had seems almost totally gone. Other than that, the two versions are pretty much identical. Even the music is good, still a tad repetitious, but done very well. If you're one of the millions of gamers who own Sega only, this is a game you should not let pass you by, especially if you enjoy the likes of Sonic, Tiny Toons, Mickey Mouse and other similar, funny creatures. The game features huge vertical and horizontally scrolling levels, lots of color, great lime scrolls and an excellent level of diversity. Along with, of course, the first cat to ever star in his own video game. No fuss, no muss and no litter box to clean. Another queasy bonus is the level of difficulty. Nine lives may seem like a lot, but when you've got a whole herd of bleated woolies on your tail, it's really not. Especially in level 2, where there are 6 levels, each more challenging, switching between a woolly infested train and a very populated canyon, this level seems to go on forever. I've never been so happy to see a bassy-ard (another nice creature). This is a well rounded Sega action cart. We'll review Bubsy: The Butcherster, Buba Rama, Cuba, Stop That! in our September issue.

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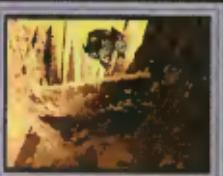
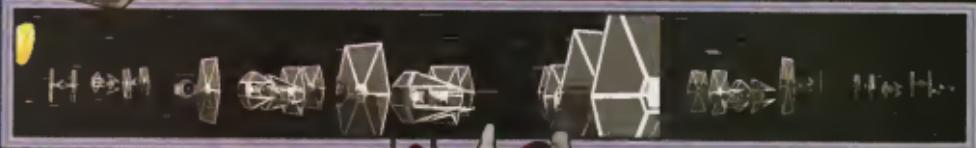
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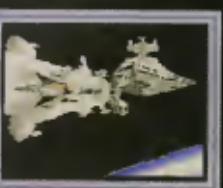


# REBEL ASSAULT

JVC  
3D SHOOTER  
PLAYER  
SEGA CD  
TBA



Ever since I was a kid and saw Star Wars, I wondered what it would be like to pilot an X-Wing fighter into battle. Well, I wonder no more. Rebel Assault for the Sega CD offers such an experience. Even though the version I played was only 20%, I still got that feeling of piloting an X-Wing. And, the rush of adrenaline! Oh, man, when the Tie Fighter went rushing by, Kid Fantastic almost lost his lunch! I kept turning my head looking for R2! Rebel Assault is an excellent demonstration of Sega CD technology. The scaling, speed, soundtrack and voices could not be accomplished on a regular cart, this is the type of interactive experience that Sega CD owners have been craving for over the past year. JVC has been one of the most consistent supporters of the Sega CD to date, and their relationship with Lucasarts is one that will benefit Sega CD owners for some time to come. Jedi Knights, stay tuned. Rebel Assault is scheduled for a November or December release and Game fan will keep you posted on the progress of this exceptional game. Kid Fantastic



ELECTRO BRAIN  
SPORTS  
2 PLAYER  
8 MEG  
AVAIL AUG

# LEGENDS OF THE RING

**Boxing fans, get ready to tune up your thumbs.** Electrobrain and Sculptured Software are about to let the leather fly with *Legends of The Ring*. The first thing that sets this game apart from all of the other contenders is the size of the characters...they are huge! They are also drawn and animated very well (blood, sweat and tears flow freely in this one). So well, in fact, that you can actually pick out the great ones; Marciano, Leonard, Duran, Hagler, Hearns...they are all here. In addition, you can create your own fighter and, through a password feature, guide him through the 10 top ranked fighters in your attempt to win the championship and take the belt. *Legends* looks like a contender for the title of boxing game of the year. Look for an in-depth review in the premiere of Game Fan Sports, next month. Talko



# PREVIEW

Dragon's Lair fans can start getting ready for a November release of a nearly perfect translation for Sega CD by Readysoft. We got a peak at the CES and this game looked awesome!



Don't judge! These are very early graphics just to show the camera angles for the MD Virtual Racing cart. The details aren't in yet. The programmers are working hard on duplicating that arcade rush as well as possible. The new chip being used is serious stuff!



McDonald's is ready to go with a weekly new Remind McDonald title. They grub at Mickey D's in Japan, too. McSushi anyone? Don't look for this one stateside; you'll have to pick up the import. It is sure to become a Segaphiles collector's item.



Konami's *Lionel* has been due out this August and comes packed with its own cool extras.



It was one of the strongest new titles present at CES. It looks like another winner from Konami and is on the way.



A release date has finally been set! Sonic CD will be available (in Japan) in late September. In New Time Attack, Sonic arrives on a peaceful planet, but he can't find any creatures...something's up, the opening animation alone will knock your socks off and the music is pure magic.



We'll review Human's new Mega CD Shooter, Bari-Arm in our next issue. This new side scroller could be the shooter you've been waiting for.



Here's some updated photos of Vic Tokai's awesome Trouble Shooter sequel. No word on a U.S. release yet but, judging by these photos, the game looks good enough to warrant a U.S. RELEASE ... come on Vic!



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-THE GUINNESS BOOK OF RECORDS 1993



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"THE TRACKS ARE LADEN WITH HAIR RAISING HARRIER TURNS, KILLER CORKSCREWS AND STRAIGHTAWAYS SO FAST THE RED AND BLUE SAFETY TIRES SNARL INTO PURPLE HAZE..."

—SEGA VISIONS



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Winners travel to San Diego courtesy of Capcom for the Grand Nationals!  
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PARTICIPANTS UNDER 18 MUST HAVE PARENTAL CONSENT

# PLANET SNES



SUPER NES PREVIEW

MIDWAY

## MORTAL KOMBAT

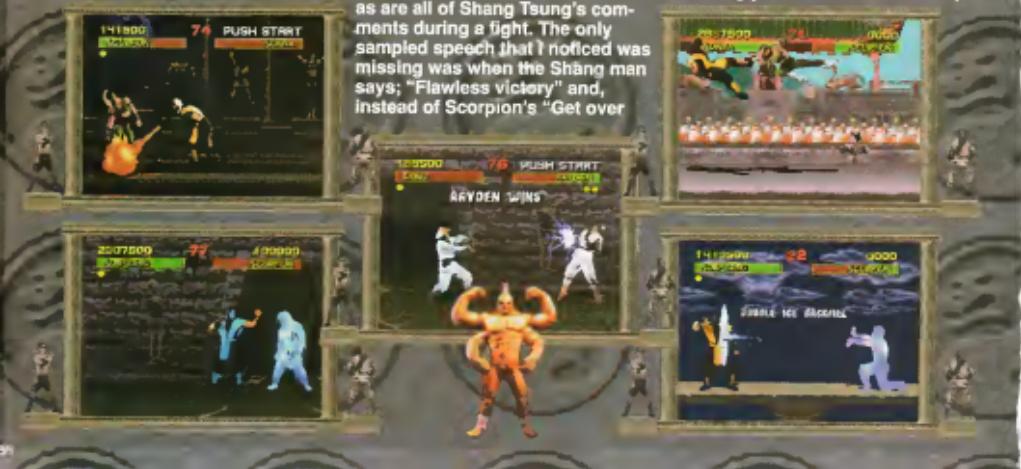


ACCLAIM  
FIGHTING  
2 PLAYER  
VS MSG  
AVAIL SEPT.

It seems that one of the hottest topics recently in the world of video games is censorship, in general, and the application of it in Mortal Kombat. Since this topic has been discussed to death and since there was no blood to be found in the SNES MK used for this preview, we shall slide past that and, instead, concentrate on the game itself. Now, I know that blood and guts are synonymous with Mortal Kombat and that it is the main reason that most of us play it. However, after you've seen everything there is to see, there still has to be a good game left over to keep your interest high.

Although I am a SF2 purist, I couldn't help but be impressed with the overall presentation of this game. All of the yells, screams, grunts, moans and groans are there, perfectly intact and seemingly direct from the arcade,

as are all of Shang Tsung's comments during a fight. The only sampled speech that I noticed was missing was when the Shang man says; "Flawless victory" and, instead of Scorpion's "Get over





here", he says "Come here"...no biggie. The quality of the music in MK is fantastic and might have gotten my vote for the single best feature of the game, but the saint of the immaculate digitization had something to say about that. I don't know how they pulled it off, but the graphics (shadows and all) are fantastic (closer than even SF2 to the arcade). Being that this is only a preview, we shall dissect this game further in next month's MK review. But, I can already tell you K. Lee will give it a thumbs up. - K. Lee



562000 70 PUSH START  
SCORPION SUB-ZERO

575000 73 PUSH START  
ROBOKU SHANG-CHI SUNG

# STREET FIGHTER II TURBO

CAPCOM  
FIGHTING  
2 PLAYER  
20 MEG  
AVAIL. JUNY

Here at last, in true Game Fan form, is the most eagerly anticipated game of the decade, Street Fighter 2 Turbo for the SNES. Last month, I explained all the differences between the original and the new Turbo edition. Now it's time for what every SF2 fan really wants to see, combos for all 12 characters. I have to say one thing before you try any of these combos (moves), I have been playing Street Fighter 2 since it came out in early February of '91 and still, to this date, I can't do these combos every time, that would be next to impossible. You would basically have to be perfect and no one is perfect. Take time and practice as much as you can with your favorite character and gradually you will see improvement until you can consistently hit a combo, then head down to your local arcade and kick some butt. Trust me it's the adrenaline rush of a life time. After playing the super fast SNES version, the coin-op will be a breeze, just remember practice and don't get too frustrated, it's only a game isn't it? And now a little reminder, E. Storm, when we do get the Genesis version next month just remember I don't care if the Genesis does have a 58000 processor or how many meg it is, it doesn't matter because the SNES SF2 Turbo is the best translation you will ever see and you can take that to the bank! Yoshi

The barrel house stage previously found only in the arcade is now in the SNES version!

Ryu is the best character in SF2 and also the most difficult to truly master. His effectiveness lies in the ability and skill of the person playing him. When used properly, Ryu can counter anything and he has no weaknesses.

58

© CAPCOM 1991, 1992, 1993

**Ken****Fierce****Fierce****F-Dragon Punch****Fierce****Roundhouse****Forward****Fireball****Fierce****Hurricane Kick**

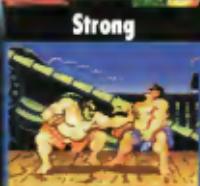
His moves are very similar to Ryu, but are none more flamboyantly. Ken's fierce dragon punch has a very long range and can hit you three times. His spinning kick is very fast, but won't knock you down like Ryu's...fun to watch.

**Guile****Fierce****Crouching Strong****Flash Kick****Fierce****Fierce****Fierce****Sonic Boom****F-Backhand****Fierce****Flash Kick**

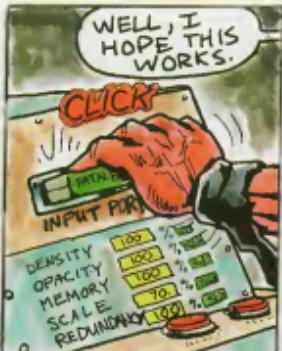
He and Ryu are thought to be the most rounded characters in the game. In fact, he is so effective that, in the process of upgrading SF2 to Turbo Hyper Fighting, he improved less than anybody else. Guile has a long range for throwing and plenty of catch you off guard moves.

**Blanka****Fierce****Strong****High Fierce****Fierce****Fierce****Strong****Low Fierce****Forward****V-Rolling Attack**

His moves are very easy to execute and are logical. He jumps very quickly and his kicks and punches have a long range. Because of his vertical and horizontal rolling attacks. He is a very explosive character. He is strong against Zangief, Chun Li and Vega, but weak against Bison, Balrog and Honda.

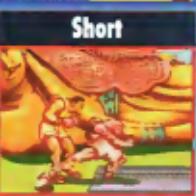
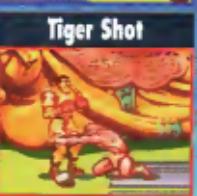
**E. Honda****Fierce****Strong****Low Fierce****Fierce****Grab****Forward****Roundhouse****100 Hand Slap****Strong****100 Hand Slap****100 Hand Slap**

Honda is probably the most offensively biased character and can take the most energy off you while you block. Honda is slow in general, but people with quick reflexes can use him very effectively. He is weak against Ryu, Ken and Bison.

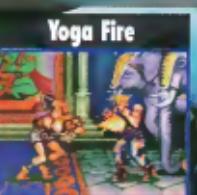


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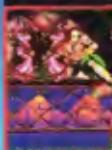
Wolfgang '93

**Sagat****Short****Forward****Tiger Uppercut****Roundhouse****Roundhouse****Short****Tiger Shot****Short**

Ryu's main rival, Sagat is a fierce competitor with a long range Tiger Uppercut, but he has a limited amount of attacks. Sagat is a solid player that is not too difficult to use.

**Dhalsim****Short****Forward****Forward****Yoga Fire****Short****Fierce****Forward****Yoga Fire**

He has the longest attack range of any of the characters and is actually one of the more well rounded players in the game. He is thought to only be effective from long range but, against good players, he is even more dangerous up close...weak against Blanka.

**Jab****Claw Roll****Roundhouse****Vega****Roundhouse****Jab****Jab****Claw Roll****Forward****Fierce**

He is the fastest of all the characters and he has pinpoint control in the air while doing his diving attack. Vega has a long range because of his claw and his speed, but breaking off his claw reduces his long range effectiveness.

**Jumping Fierce****2x Low Short****Jab****Fierce****Low Roundhouse****3 Button Charge****Jumping Fierce****Jab****Dashing Upper****Dashing Upper****Strong**

His special moves are very easy and are hardly ever reversed by his opponent. Close distances are stronger, but long distance fights are harder...very weak against characters with flying object moves.



M. Bison

Fierce



Low Jab



Low Jab



Roundhouse



Roundhouse

3x Low Jab

High Jab

Sissor Kick

Roundhouse



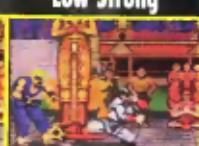
Jumping Fierce

Low Jab

High Jab

Sissor Kick

Low Strong



Like Honda, he will take off a lot of energy while you're blocking and has a nasty of RE-Dizzy combo that is sure to induce anger from his opponents. Bison is one of the strongest characters in SF2 and he has no serious weaknesses.



The Game Fan CES spotlight falls directly on Interplay and their fighting game Clay Fighter. As seen in the past few issues of GF, Clay Fighter is set to wow SNES owners this fall with one-on-one fighting action and Claymation graphics like you have never seen on the home screen. At CES, you can usually tell the potential success of a game by the crowd that it draws around it. We can tell you that, on consumer day, there was little to no breathing room over at Interplay's booth. Bad Frosty and the gang were hard at work making believers out of the throng of SF2 lovers that descended on Chicago like ravenous, combo-loving locust. Clay Fighter is about 60% complete at this point and is looking to be one of the early contenders for blockbuster status this Christmas season. From the graphics and animation to the solid fighting game play and sense of humor, CF demands that you pay attention to it. Quality games like this don't come around that often and Interplay is very well aware of the enormous potential of this game. Look to Game Fan for continual updates on Clay Fighter up to its release. In the mean time, enjoy... Talko

# CLAY FIGHTER

INTERPLAY  
FIGHTING  
2 PLAYER  
8 MOVE  
AVAIL. DEC

# WORLD HEROES



SUNSOFT  
FIGHTING  
2 PLAYER  
16 MEG  
AVAIL SEPT.



HANZOU



About a year ago, *World Heroes* hit the arcades, right in the middle of the *Street Fighter 2* craze. But, the gamers didn't reject the new comer. Instead, they stuffed as many characters into it as the ol' SF2. In fact, *World Heroes* became so popular that everyone who owned a Neo Geo tried getting their hands on one, but it was a limited release, so many gamers stayed dry. All they could hope for was a good SNES or Genesis version. Now, the wait is over, compliments of Sunsoft. This fall, *World Heroes* will be released for the SNES and it is, in my opinion, perfectly translated from the 82 meg Geo version. The two main



FUUMA

characters, Hanzou and Fuuma, are very similar to Ryu and Ken from SF2. The other characters, however, are each unique, giving this fighting game new play strategy and a look all its own. In the Neo Geo version, you had two attack buttons, punch and kick. The strength of the hit depended on how long you held the button down. If you tapped the button, you got a weak hit and, if you pressed and held the button, you got a fierce hit. In the SNES version, you can configure your buttons so the weak punch and kick and the fierce punch and kick all have their own buttons, giving you more control over





BROCKEN



the characters movements ... bonus. Well, since this is a preview, I won't give away too much. But, overall I would have to rate this version higher than the Geo version for two main reasons; 1) for sixty bucks, you are getting the same game as the Neo Geo without the big price tag and 2) because you and a friend can choose same character vs. same character, a feature not found in the Geo version ... double bonus. World Heroes is looking awesome. Yet another great fighter gets a perfect translation on the SNES. Stay tuned for a complete combo crunching spread coming soon.

- Magilla



DRAGON



JANNE



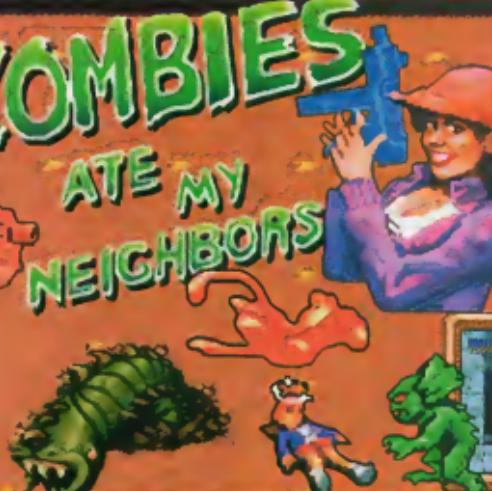
RASPUTIN



# ZOMBIES

## ATE MY NEIGHBORS

KONAMI  
ACTION  
2 PLAYER  
8 MEG  
AVAILABLE



Not only did Zombies eat my neighbors, but they just gobbled up about 50 hours of my week as well. I first saw this game at the Lucasarts booth at Winter CES in January and immediately became hooked. At that time, the game was titled "Monsters" and Lucasarts was looking for a buyer. When the dust settled, Konami had pulled the brass ring and acquired the rights to one of the best games of 1993. Zombies is kind of an eclectic game. It freely borrows from the best of many genres; shooter, quest, action and puzzle as you (and a friend) immerse yourself in a 48 level struggle against zombies, aliens, 40 foot tall babies, mummies, clones and other assorted baddies. The pity mechanics are straight forward: acquire a series of weapons, ranging from guns and bazookas to bubble gum and weed wackers, and choose the appropriate weapon for the given situation. For example, in level 7 it might be a good idea to carry the fire extinguisher with you if you want to find the last 3 neighbors. There are many of these little puzzles to solve and they become progressively harder as you move through the game.

Graphically, the game ranks among the best on the SNES. Zombies has a Zelda-like presentation that is extremely colorful and detailed and the animations on your characters and the baddies are out-



**EXIT**

standing (The 40' baby is particularly impressive). The music is also sterling with tunes that range from a carnival atmosphere to haunted houses and ancient Egypt.

But, all of the exceptional programming aside, *Zombies Ate My Neighbors* is just pure addictive fun. When you pop this one in, be prepared to spend some time with it because, with 3 lives and no continues (you can pick up health power-ups along the way) 48 levels may take you a while. (There's also a password.)

You can go no wrong when buying this game. *Zombies* is up in that rarefied air with *Mario*, *Zelda*, *Castlevania* and *Sonic*, where many of Konami's games exist, where bad programming is a distant nightmare and long, sleepless night of good, clean fun is all life is about. *Talko*



TRADEWEST  
DRIVING  
PC2 PLAYER  
3 MODES  
AVAIL SEPT.

# SUPER OFF ROAD

## The Baja



Tradewest is set to deliver the ultimate off road driving challenge with Super Off Road. The Baja. Trust me folks, you didn't know what your SNES was capable of before this game. SOR makes liberal use of Mode 7 with huge characters and scaling hills that, to this point, have not been possible within the confines of Mode 7. The game is an off road battle royal that takes place in Baja, California with 3 separate challenges; the Mexico 250, the Ensenada 500 and the Baja 1000. The races vary in length, with the Baja 1000 being the longest at 8 stages (incorporating the 4 stages found in the first 2 trials). The first person graphics in SOR are outstanding, easily the best to be produced for the system to date. SOR has got a lot of that "Road Rash" feel to it (ask the guy you just mowed)





down on the ATV, he's really feeling the "rash") and the programmers at Leland Corp. have successfully integrated the use of Mode 7 backgrounds with re-drawn sprites and road side objects.

With all the technological achievement in this game, what really grabs you is the game play. Although fairly simplistic in its drive and shop approach, the addictive qualities in SOR are enough to keep any driving fanatic's foot to the floor (or thumb to the pad, as the case may be). Look for a full review next month when we take this mud slinger through the editorial wringer. Taiko



# Sky Blazer

SONY  
ACTION  
1 PLAYER  
8 MEG  
AVAILABLE



Bearing resemblance to both Hook and Act Raiser... really? Yeah! Sony's most impressive action title to date is ready to soar onto your SNES. It's Sky Blazer (working title). Skyblazer features level after level of both side scroll and flying Mode 7 game play that is among the best in the action/platform genre. Your lead character can grip onto walls, use 7 different types of magic and fly with angel like wings. Other features include incredible, huge bosses, an overhead map and an excellent soundtrack. Skyblazer looks like it may be the next SNES action game to get excited about. The game is nearing completion and should be ready soon! Look for our big preview in the next Game Fan. E. Storm



# ART OF FIGHTING



TAKARA  
FIGHTING  
2-PLAYER  
16 MEG  
AVAIL. OCT.



The 102 meg Neo Geo arcade hit is about to make its way to the SNES and somehow has been squeezed into only 16 meg. Many may think that there's no way the SNES could handle this game due to its limited memory. Well I don't know how they did it but Takara managed to squeeze that huge cart directly into the SNES with almost nothing lost. What we had a chance to preview really impressed us, and if we get impressed you know its good. Of course the first thing every one wants to know is, does the SNES version of Art of Fighting scale? Well, I still can't believe it but, yes, the SNES version does scale in and out like the GEO version, although there is one flaw. When the screen you're watching is scaling, you can't move your characters. You may not like it but, hey, would you rather have no scaling or have it scaling with a little freeze here and there. Personally I'll take the scaling. Overall, I think SNES owners will be very impressed with this incredible translation of one of the best fighters ever made. Look for an in-depth review, coming soon. Yoshi



© 1994 TRADEWEST



How's this for a plot? You've had the flag over your home stolen and it's up to you and your projectile body parts to reclaim it! Oh, yeah, I feel a new NBC sitcom coming on; "He's tough, he's short, he's a one syllable, dismemberable fighting machine, he's Plok!".

All kidding aside, Plok-man is a good looking and playing action/platform title by Tradewest and Software Creations (the people who are trying to bring us Equinox). The most impressive part of the preliminary version of this game is the music. The developers have made



excellent use of the SNES hardware and the quality of the soundtrack is stunning. Graphically, Plok is as impressive as Equinox with a definable cartoon style that really helps to set the mood and tone of this entertaining, addictive game. With a relative shortage of action/platform on SNES, Plok looks to be a terrific addition to the Super Nintendo library. Look for more Plok-style action in our next issue when we take this one apart (no pun intended) and give it the full Game Fan review treatment. Talko



TRADEWEST  
ACTION  
1 PLAYER  
8 MEG  
TBA

# PLOK!





JVC  
ACTION  
1 PLAYER  
4 MEG  
TBA

In *Magic Boy*, by JVC, you play the role of an apprentice magician who, while the master magician is away, accidentally releases all of the monsters. Armed with only your magic wand you must capture all of the creatures before your master returns. Powered by only 4 megs, this game has better colors and scrolls than many 8 meg games. Each level offers new and exciting challenges, along with different power-ups for your wand. You must complete over 90 levels in 4 different worlds (with password, of course). Look for *Magic Boy* to be available 4th quarter of '93. Puzzle gamers should throw a party.

Kid Fantastic



CES SPOTLIGHT

# Dennis the Menace



OCEAN  
ACTION  
1 PLAYER  
8 MEG  
TBA

That arch nemesis of Mr. Wilson is back, and this time he's causing trouble, 16 bit style, on the SNES. Ocean looks to have one of the better action/platform games of 1993 ready to cause a little mischief near the end of this year. With pea shooter and sling shot at his disposal, Dennis the Menace will be plotting big trouble for good ol' Mr. Wilson, Margaret and the gang. Look for more in future issues.



The future of baseball is now available to SNES owners courtesy of the folks at Tradewest. Super Baseball 2020 is an excellent translation of the 1991 Neo-Geo arcade mega-hit. To those of you that are unfamiliar with the arcade title 2020 takes a few liberties with modern baseball rules. The foul and fair zones have been altered, the fans are now encased in glass with TV monitors in right center and left center and you can only park one to dead center, the deepest part of the ball park, and you can power up your players after accumulating enough cash on great plays. These changes really spice up the game play and make 2020 the most enjoyable baseball title on the SNES.

The graphics and sound compare favorably to that of its arcade cousin and the only things that I found to be missing from the coin-op version were the crackers (bombs) and some animation and scaling in the closeups and pitcher and batter sprites. The game makes use of passwords to get you through a 15 game season + abbreviated playoffs and has a two player option. With the large number of baseball games available for this system, it takes something special to differentiate your game from the rest of the pack. With Super Baseball 2020, Tradewest has managed to do just that; creating a fun, addictive classic that you will enjoy for a long time to come.

# SuperBaseball 2020

TRADEWEST  
SPORTS  
2 PLAYER  
8 MEG  
AVAIL NOW

# Septentrion

Septentrion is a very unique action game for the Super Famicom. Basically, you are traveling across the ocean in a ship that gets caught in a bad storm and is just about to sink to the bottom of the ocean. You have 60 minutes to escape from this ship. You can either find your way out of the ship by yourself, or try to rescue a few passengers before you find the way out. The choice is yours! The mazes in Septentrion, which constantly rotate, changing your strategy, are extremely hard to figure out and it requires patience and skill to move as you wish. You can jump, duck and hang on to the walls and swim. Also, as soon as you can convince the passengers to join you, you can lead them to certain points by pressing the L or R buttons. Although the game is very difficult, Septentrion will appeal to players who love games such as Prince of Persia and Out of This World. Morrey



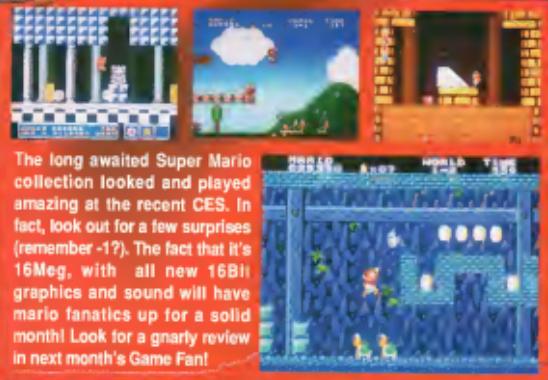
	Captain Walker
CAPTAIN WALKER	LAWYER
SPRINGFIELD	ARCHITECT
EX-PIRATE	SHIP CAPTAIN
EX-PIRATE	PIRATE
	Robin Gardner
STYLISH GARDENER	PIRATE
PIRATE	PIRATE
PIRATE	PIRATE
PIRATE	PIRATE
	Luke Haines
HAINES	PIRATE
PIRATE	PIRATE
PIRATE	PIRATE
PIRATE	PIRATE
	Jeffrey Morey
JEFFREY MOREY	PIRATE
PIRATE	PIRATE
PIRATE	PIRATE
PIRATE	PIRATE

HUMAN  
ACTION  
1 PLAYER  
8 MGS  
AVAIL NOW

# PREVIEWS



Capcom's 2nd Disney title for the SNES is said to animate as well as the movie. The layout of the levels closely follow the movie, and with 10 meg of memory, Capcom should have no problem! Look forward to a Game Fan preview coming soon!



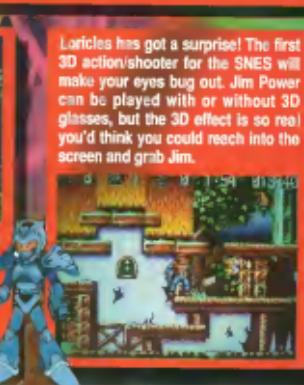
The long awaited Super Mario collection looked and played amazing at the recent CES. In fact, look out for a few surprises (remember -17). The fact that it's 16Meg, with all new 16Bit graphics and sound will have mario fanatics up for a solid month! Look for a gnarly review in next month's Game Fan!



Stein's new 8Meg Action Shooter Lawmover Man is absolutely unbelievable and is due out sometime this fall. The first person scaling is smoother and faster than Star Fox! We can't wait to get our hands on it!



Finally! Mega Man X is coming! I can't tell you how much we want to play this game. Capcom will be doing this 8 Bit classic total justice, with 12 Megs of memory and an entirely new cast of villains (the kind we love to hate!) Look for an exclusive preview in next month's issue!



Molecules has got a surprise! The first 3D action/shooter for the SNES will make your eyes bug out. Jim Power can be played with or without 3D glasses, but the 3D effect is so real you'd think you could reach into the screen and grab Jim.



All right! Lucas Arts is at it again with their 12-Meg block-buster sequel to last year's mega hit Super Star Wars! Super Empire Strikes Back has awesome new mode 7 flying sequences and a theater soundtrack (which will hopefully be in surround sound)! As you can probably see from the pictures, this cart really captures the feel of the movie and will be a definite candidate for this year's Golden Raspberry.



**EMPIRE STRIKES BACK**



# BONE-CRUNCHING!



İSEN SÖNÜMLERİ

**Akclaim**

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BOOK  
BY



ALSO ON  
GENESIS

AN ALL-OUT BRAWL

BONE-CRUNCHING  
TACKLES

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AND DEFENSIVE PLAYS!  
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FOOTBALL ACTION!



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# TURBO TOONS

## DUO PREVIEW

JOHN  
MADDEN  
FOOTBALL  
CD



**EA**  
SPORTS  
ELECTRONIC ARTS



GA  
SPORTS  
2 PLAYER  
CD  
TBA



Game Mode	REGULAR SEASON
Player	BROWNS
Home Team	BUFFALO
Visiting Team	ATLANTA
Quarter Length	15 MINUTES
First Down	OPEN FIELD
Weather	FALL



Duo owners rejoice. For 4 years now, you've been waiting for some sort of decent American football and sports titles that offer something more than slow play and big headed, goofy characters.

Your time has come, John Madden CD has arrived, courtesy of Hudson and EA. The version of JM that was at the show was early, but showed incredible potential. From the polygon screen intro that takes you into the stadium, to the high quality full motion video used extensively throughout the game,

Madden CD makes its claim as the best version of Madden yet, on any platform. Graphically, the Duo version has a lot of color and players that are more cartoonish in nature than their SNES or Genesis counterparts. The game play is right out of the Madden design book so, if you have played the 16 bit versions, you've played this. What really makes the Duo Madden work and become almost an entirely new game is that it makes full use of the CD hardware. The video, sound and depth of game play is outstanding. If you are a sports game fan and do not own a Duo, John Madden CD may be the game that makes you an owner. Talko



FANTASTIC HIGH DREAMS  
**COTTON**



**COTTON AND SILK.**  
THEY MAY LOOK  
SWEET AND SEDUCTIVE,  
BUT THEY'RE AS GENTLE  
AS A JACKHAMMER IN A FIGHT.

TO SAVE THE WORLD FROM AN EARTH  
MIST, THEY'VE GOT TO BATTLE POSSESSED  
FOREST CREATURES, DEMON WARRIORS  
AND THE LIVING DEAD.

IT'LL TAKE ALL THE SPEED AND SKILL  
YOU CAN MUSTER - BECAUSE ONCE YOU  
MEET THESE TWO, YOU'LL DEFINITELY  
HAVE YOUR HANDS FULL.

WAIT TILL YOU  
SEE WHAT THESE  
GIRLS CAN DO  
WITH THEIR HANDS.

**DUO**™



The greatest arcade game of all time has made its way on to the PC Engine and its 20 megs of the most intense Street Fighter action you could have ever expected on this system. The game is absolutely beautiful with color, animation and sound that feel like the arcade with barely any color or resolution loss.



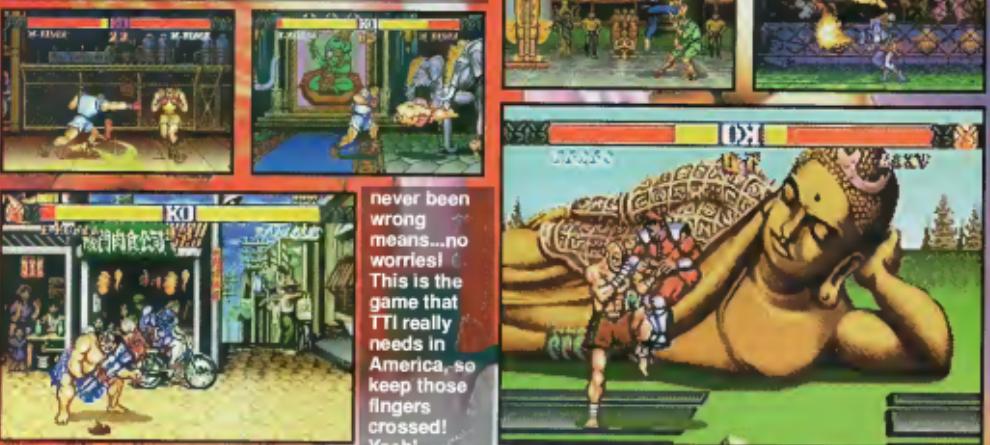


All of the endings are in the game as well as two bonus stages and the characters all control like their arcade counterparts. That's the good news. The bad news is that there is some flicker and slow down in this version of the game. Although, neither the slow down or the flicker really detract from this incredible design achievement. I know all of the SF purists out there are dying to get





their hands on this game. Don't sweat it, many of my sources say that the Turbo/Duo version will be out in October and the fact that my sources have



never been wrong means...no worries! This is the game that TTI really needs in America, so keep those fingers crossed! Yoshi!





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VIOLENT FAIRY TALE OF AN APPRENTICE  
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REMEMBER - LOOKS CAN BE DECEIVING.

**DUO**™

TURBO  
GAMES

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## MARTY REVIEW



# SPLATTERHOUSE

VING  
ACTION  
PLAYER  
CD  
AVAIL NOW



Splatterhouse is now available for your Marty with graphics, animation, sound and goo straight from the arcade classic. Marty owners are really looking for software right now and Splatterhouse is a good quality game that should satisfy the Marty gamers' appetite. But, it is getting a little rough around the edges as the game ages. Splatterhouse



does not come across as the king of carnage that it once was, both technology and creative freedom have allowed today's development teams to vault past the limitations that were present as little as three years ago.

So, if you're looking for a short, interesting diversion on your new 32 bit system, Splatterhouse can fill the bill. Otherwise, if you expect to get 80 bucks worth of wow, you might be better served with one of the other Marty titles. Talko



Welcome to issue #3 of 300nly, where you can look to Game Fan to bring you the latest and greatest on the king of the super systems. Our latest information comes from Chicago where the electronics industry was treated to its first hands-on experience with Panasonic's FZ-1 Real 3D Interactive Multiplayer at Summer CES and there wasn't a dry palm in the house!

The editorial staff at Game Fan was able to see and play those games slated for release at system launch (or soon thereafter) for Trip Hawkins' silicon version of heaven. Most of the titles are very early (in fact, Crystal Dynamics' Crash & Burn was literally compiled at its early form, just days prior to CES) but, even at this early date, the software is extremely impressive with 3D and special effects that are a quantum

## STAR TREK THE NEXT GENERATION



leap forward for home entertainment.

The system is scheduled to be available nationwide on October 1 at a retail price of \$600.00, over \$100 cheaper than the original suggested retail price. Judging by the various stages of development that the games are in, you can expect to see 10-15 games at system launch, including Crash & Burn and Total Eclipse, which are both reason enough to buy the system.

Nearly every type of game was present in the 300 booth; you want sports? EA and Park Place have got you covered. Driving, flying? No problem, Crystal Dynamics and EA have titles that will be available at launch and before Christmas. 3D adventures and movie action titles will also be plentiful with MCA's Jurassic Park and USO 2015. Virgin's Demolition Man and Spectrum Holobyte's Star Trek: The Next Generation.



**SPECTRUM HOLOBYTE**

ELECTRONIC ARTS

## WORLD-BUILDERS INC.



The Crystal Dynamics titles were, by far, the most complete at the show, but Electronic Arts, MCA, Park Place, Spectrum Holobyte and Virgin (among others, there are now over 300 licensed developers for the 3DO system) had incredible demos and trailers at the show.

Upon speaking with the folks at Crystal Dynamics, we were informed that Crash & Burn, which is the best looking driver title side of Virtual Racing, was about 20% complete, would have 30 levels and that the frame rate would be about 50% faster than the show version. It will also sport features like speed warping



TWISTED



SHOCK WAVE



3DO ROAD RASH



CRASH & BURN  
CRYSTAL DYNAMICS

DEMOLITION MAN  
VIRGIN GAMES

STELLAR FIRE  
DYNAMIX

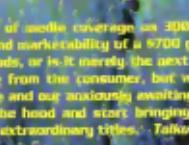
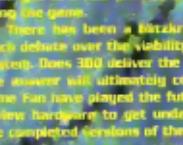


TOTAL ECLIPSE  
CRYSTAL DYNAMICS

of incoming objects, transparent skybridges and a multitude of characters and vehicles to choose from. In Star Trek TNG, the 3D environment is like nothing you've experienced in a video game before, with ray-traced, rendered graphics that place you in a real-time 3D environment and have you diving the game.

There has been a blizzard of media coverage on 3DO and much debate over the viability and marketability of a \$700 game system. Does 3DO deliver the goods, or is it merely the next CD? The answer will ultimately come from the consumer, but we at Game Fan have played the future and are anxiously awaiting our review hardware to get under the hood and start bringing you the completed versions of these extraordinary titles. Take

7th GUEST  
TRILOGY



INTELLIMEDIA FOOTBALL  
INTELLIMEDIA

INTELLIMEDIA BASEBALL  
INTELLIMEDIA

3D FOOTBALL  
PARK PLACE

BATTLECHESS  
INTERPLAY





# WORLD HEROES 2

SNK  
FIGHTING  
2 PLAYER  
146 MEG  
AVAIL NOW



The characters have definitely been training hard since World Heroes. Now, Hanzou, Janine and the rest of the gang are back and ready to dish out the carnage in World Heroes 2. This 146 mega shock now has 14 characters to choose from and even character vs. character. As you can see, the original 12 fighters are enhanced, both in speed and technique. Some of the more noticeable changes are Hanzou's Arching Uppercut, Muscle Powers' Rag doll Rampage (he swings his opponent by the feet and tosses them like yesterday's trash) and Janine's Sword of Justice, which slices and dices faster than a Ginzu. The four newcomers aren't too shabby themselves. My favorite character, Captain Kidd, carries some walloping blows. Gifted with the spirit of the great white shark, C. Kidd can unleash a Shark Aura onto his opponents. For all of you SF2 fans, C. Kidd comes the closest to Guile...so you know why he's such a cool character. Along with the new characters comes new death matches. One of the best features of this is that each round can last





over 5 minutes. You see, instead of giving each character a separate health meter, they've made one long one with a pointer in the middle. So, if you damage the other player, the pointer moves in favor of you. It's sort of like a tug of war and, even if you go down, you can tap the buttons and get up. That is, if you're not pummeled to death. In the death matches, you'll also find yourself battling the elements, as well as your enemy. So, yet another fighting game comes and goes for the once versatile Neo Geo. Don't get me wrong, it's a great game with loads of characters and backgrounds. But, with perfect translations of Champion and Hyper, who needs it? I'd much rather see Magician Lord 2 or any of the other rumored Geo titles come out. Enough is enough! With the Jaguar and 3DO on the way, if SNK doesn't see the light soon, the small portion of the consumer base that they still hold captive is sure to opt for more diversity with another high end system. Magilla



# HANDS ON PORTABLES



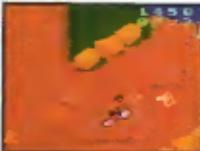
One of the best soccer games on any system, Tengen's TECMO World Cup is full of well-animated players and is extremely fun with two players using the optional link-up cable. Don't miss it if you're into Game Gear Sports.



Jurassic Park fills the little Game Gear screen with about as much dinosaur as humanly possible and features many of the varied play mechanics of the Genesis game. Look for it this July.



Jump into the Steel Cage with the likes of Brett Hart, Ted Blaise, Randy Savage, The Undertaker, Tatanka and Shawn Michaels. But, don't forget to stop by acting fast on the way.



Paperboy 2 is coming this summer to Game Gear. The nature of this game makes it perfect for hand held gaming.



DRACULA

WINTER OLYMPIC GAMES

JAMES POND 2



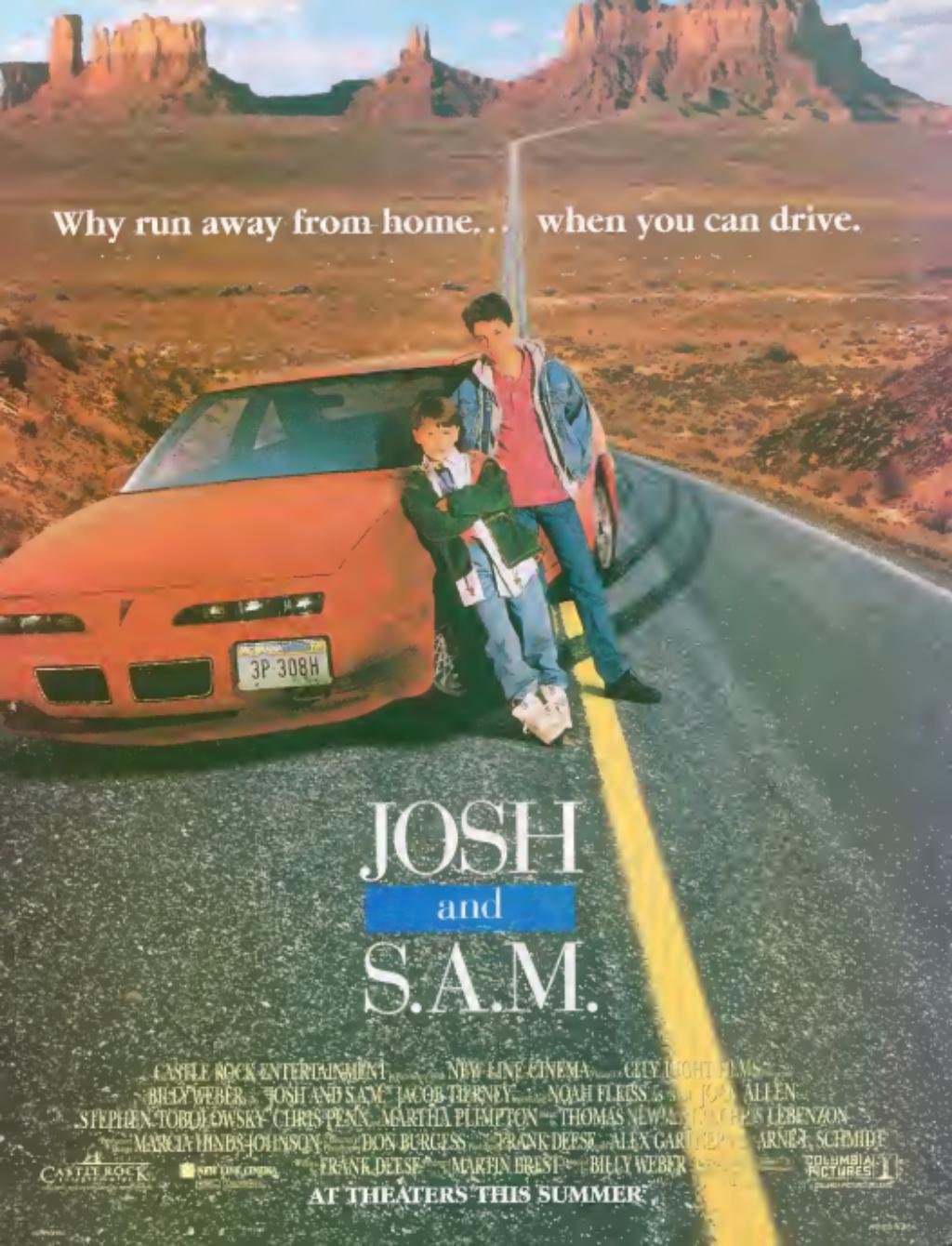
INCREDIBLE CRASH DUMMIES



SPIDERMAN



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This year's Summer CES was perhaps the biggest ever for the video game industry. A large emphasis was placed on new cutting edge technology such as Virtua and 3DO while, as a whole, there were simply more good titles than ever before. It seemed like just about every company had something to brag about. We've compiled, as well as possible, all of the games of this great show for you to use as a guide to what is coming in the months to come. Some of the screen shots aren't the greatest as many come from slides, etc., but this should give you a good idea of what we saw. The logos in the shots represent what system the title will be available for.



MEGA MAN-X



ALADDIN



EYE OF THE BEHOLDER



SF2 TURBO HYPER FIGHTING

As expected, Capcom had an extremely strong showing at the summer show, along with winners like Goo Troop and Final Fight 2, which are ready, Capcom showed their perfect arcade translation of SF2 Turbo Edition on a huge wall of monitors.

They also showed, for the first time, one of the most anxiously awaited games of '93, Mega Man X. Two levels were playable and the game looks and plays absolutely fantastic. The now larger and well animated Mega Man can cling to walls and the new graphics are awesome, look for a November release. Capcom also has what looks like the best version of Eye of the Beholder and an excellent football title, Capcom's MVP Football, showing a commitment to RPG and sports gamers, as well as action and fighting. Over in the Sega area, a smaller Capcom display showed a very early version of the upcoming 24 meg Sega SF2 Turbo which, although early, played extremely well. Look for a review of this great version of SF2 coming soon.



TOEJAM & EARL 2



JURASSIC PARK



SILPHEED



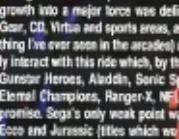
SPIDERMAN CD



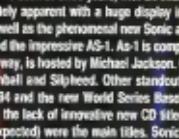
SONIC SPINBALL



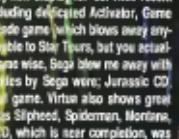
GUNSTAR HEROES



NFL 94



WORLD SERIES BASEBALL



SHINOBI III



RANGER X



ETERNAL CHAMPIONS



ALADDIN



WARRIOR OF ROME



BATTLETECH



CHOPLIFTER 3



RIDDICK BOWE

Extreme (formerly BigNet) showed their awesome boxing game, Riddick Bowe, which could very well be the best boxing title so far on a home system, and the old classic, Choplifter gets a major facelift on the SNES. They also had a great looking booth. Extreme products for Sega include Battletech CD and cart.



PINK PANTHER



SYLVESTER &amp; TWEETY



AGASSI TENNIS

In last month's CES preview, we showed Sylvester & Tweety as an Absolute title (rate nigh). Our apologies to Tekinaghi. The game looks fantastic, with perfect animation. Pink Panther also looks great and a new Steven Segal action title is in the works. Keep your eye on Tekinaghi, this is a promising new developer.



GENESIS



GENESIS



## SUPER NINTENDO ENTERTAINMENT SYSTEM



BATTLE CLASH 2



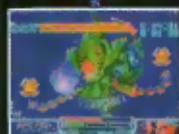
YOSHI'S SAFARI



MARIO ALLSTARS



STANLEY CUP



FX TRAX

Nintendo brightened up the CES with Mario, Yoshi and an all new FX game titled FX Trax. Although only about 40% complete, this new title shows innovations in racing games never before imagined and has that quality Nintendo feeling written all over it. But, the real show stopper was Mario All Stars, which surpassed our highest expectations. All four adventures are beautifully colored and detailed and have excellent music. All Stars is definitely an incredible value and candidate for Action Game(s) of The Year. Yoshi's Safari also looks great and features great Mode 7 with jumps, bosses and lots of Marioish stuff to shoot at with your Superscope. The well-rounded SNES lineup for '93 also includes Mario/Wario for puzzle gamers and Stanley Cup Hockey for sports fans, which flies all over the place and looks to be a hockey player's dream come true. Altogether, Nintendo had a very strong lineup but I have a feeling the best is yet to come this winter in Vegas. Oh, Inside the dome? The best 3D laser show you'll ever see had Starfox ships flying into your face and sound you had to hear to believe...bonus!





EA continues to expand with an excellent variety of 16 bit titles. For Sega, Jungle Strike, BOB (EA's new comical robot), General Chaos, 2020 Baseball, Techno Clash, Madden '94, NHLPA '94, Bill Walsh College Football and, especially, Poultry Guy stood out, along with Mutant League Hockey, which is just too cool... everyone will love this game. For SNES, EA has NHLPA '94 and Madden '94. Add to that all of EA's stunning 3DO softs, including Madden and the ever so fast scaling Road Rash 3DO and you've got a well-rounded '94 lineup with something for everyone.



BLADES OF VENGEANCE



MUTANT LEAGUE HOCKEY



GENERAL CHAOS



POULTRY GUY



JAMES POND 3

When you could get close to the Interplay booth, you'd find hordes of people waiting to control Bad Frosty and the rest of the crazy cast of Clay Fighter, Interplay's new one-on-one, that features combo crazy clay figures

that look so real that you'd think you could reach into the screen and grab one. Look for this title to be a big winner in the SNES Christmas lineup (how seasonal, Bad Frosty and X-mas) and, of course, Rock & Roll Racing was also a big hit with the crowds.

#### ROCK & ROLL RACING



CLAYMATES



CLAY FIGHTERS



PELE SOCCER



BUBSY



SPEED RACER



BRETT HULL HOCK-



Accolade wowed Genesis owners with a Sega version of Bubsy that features all the color and vastness of the original. They also had Pele Soccer, Speed Racer and Brett Hull Hockey on display, which could possibly give NHL a run for its money. Also look for Accolade to deliver a new football title this fall with great fanfare and mucho memory.



One of the most impressive third party lineups at the show belonged to Tradewest, who had awesome versions of Battletoads Double Dragon for both SNES and Genesis, along with two surprise SNES titles; Plok and Super Off Road Baja. Plok is a colorful new action title with a lead character that hurls his arms and legs at attackers (see page 1) and Super Off Road Baja takes all the rules and throws them out the window with smooth Mode 7 and hills galore, along with smooth scaling objects at track side and day and night racing, what a sequel! And, for sports fans, look out for America's Team as Troy Aikman Football Signature Addition arrives in 16 meg glory for the SNES. This sort-of-sequel to Pro QB looks to be one of the top football games of '93, so stay tuned.



BATTLETOADS  
DOUBLE DRAGON



PLOK



THE BAJA



BATTLE CARS



PAC MAN 2



SUZUKA 8 HOURS



Namco showed the eagerly anticipated Suzuka 8 Hours which, although early, looks like the road racing game we've all been waiting for. Also on hand was the world famous Pacman in an all new 12 meg adventure, Pacman.

2, which promises to be an awesome action/platform title with some very unique game play. And, for Mad Max fans, Battle Cars is a futuristic Mode 7 Battle Royal reminiscent of F-Zero. It's all SNES, all Namco.



HIGH SEAS HAVOC



DASHIN' DESPERADOES



SENGOKU

Data East has two big winners for genesis. For 2 player cooperative craziness, check out the too much fun Dash 'n Desperadoes or, for one of the most promising action/platform games of '93, there's High Seas Havoc, data east's answer to Sonic. For the SNES, Data East showed an early version of Sengoku and their promising new football game, Monday Night Football...just so Dandy doesn't sing...and, how 'bout those monitor stands, I gotta get one of those.



- DAFFY DUCK



- RABBIT RAMPAGE



- BUBBLE & SKWECK



- BEAUTY AND THE BEAST



- WORLD HEROES

Sunsoft continues to dazzle us with awesome Warner Brothers titles like Rabbit Rampage and the Marvin Missions, but no one was prepared for Aero The Acrobat which, for many people, stole the show. It's all in the play mechanics. Also surprising was Beauty and The Beast, each of whom stars in their own Sega cart and a near perfect SNES version of World Heroes (see page 66)



MORTAL KOMBAT



T2 THE ARCADE GAME



T2 JUDGEMENT DAY



CRASH DUMMIES



NBA JAM



SPIDERMAN AND  
THE X MEN



BART'S NIGHTMARE



ROBOCOP 3



As expected, huge crowds gathered around Mortal Kombat for both the SNES and Genesis. However, just a few feet away, another surprise was waiting; a remarkably good looking preview of the oh-so-awesome NBA Jam. Yet another coin-op heavy hitter makes its way into the Acclaim/Arena line-up for both the SNES and Genesis. Also under the Arena label are Itchy and Scratchy, featuring the Simpsons, and the king of Mortal Kombat is on Sega CD. Then there was this awesome Alien CD demo..



ROBOCOP VS TERMINATOR



COOL SPOT



MUHAMMAD ALI



DAN MARINO'S FOOTBALL



DUNE II



THE TERMINATOR



OUT OF THIS WORLD 1&amp;2



SON OF CHUCK



WRATH OF GODS



ALADDIN



YOUNG MERLIN



SUPER SLAP SHOT



SUPER SLAM DUNK



WORLD HEROES



KING OF MONSTERS 2



JOHN MADDEN CD



EXILE 2



VASTEEL



BEYOND SHADOWGATE



MACROSS 2 036



GODZILLA



DUNGEON EXPLORER 2



Housed within a new hi tech display area that looked like it might blast off, TTI showed great support for the Dus in every category; Madden CD for sports, Macross for strategy, Dungeon Explorer, Might & Magic 3 and Beyond Shadowgate for RPG, Lords of Thunder, Nexar Zonk CD and Magical Chase for shooters, Bonk 3, Blood Gear and for action, Godzilla for fighting and Bomberman '93 for plain fun (our Bomberman team got slaughtered due to one crazy night in Chicago). Hey TTI, how about a SF2 competition next year?

**GOOFY****ROCKY & BULLWINKLE****TURN & BURN****SUPER BATTLETANK**

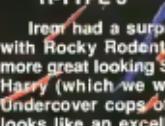
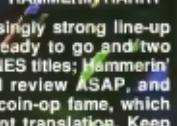
game of Goofy, a dynamic new CD version of Super Battletank 2 and Rocky and Bullwinkle is looking great. On the SNES side, look for Super Turn-n-Burn and Super Battletank 2. Oh, and don't forget about Home Improvement for both Genesis and SNES.ahr.ahr.ahr...

**7TH SAGA****PALLADIN QUEST**

One of the most eagerly anticipated SNES carts of the year was on display at the Enix booth. Act Raiser 2 looks phenomenal, end, with Yuzo Koshiro back for the music, sounds just as good. Serious about role playing? 7th Saga, Evo and Palladin's Quest also look excellent. Enix remains a safe haven for RPG players.

**INSPECTOR GADGET****BEAUTY AND THE BEAST****DIG & SPIKE****PUTTY****GUNSHIP****ROCKY RODENT****R-TYPE 3****HAMMERIN' HARRY****WINTER OLYMPICS**

The big surprise at US Gold was the Incredible Hulk game, which is being programmed at Probe (makers of Mortal Kombat and Alien 3). This new Genesis title (due out this fall) has all of the markings of a masterpiece. Strider 2 is now complete and due out soon and Winter Olympics has some new features that will knock your socks off. And, of course, we all know about Flashback, one of the year's best so far.

**STRIDER RETURNS****UNDERCOVER COPS****SUPER ADVENTURE ISLAND 2**

Irem had a surprisingly strong line-up with Rocky Roident to go and two more great looking SNES titles; Hammerin' Harry (which we will review ASAP), and Undercover cops of coin-op fame, which looks like an excellent translation. Keep your fingers crossed for R-Type 3, Irem is skeptical on the whole shooter thing.

**WIZY & LIZZY**

The best graphics I've ever seen in a puzzle game were displayed here in the whimsical, wacky world of Puggsy, a new puzzler with major sequel power. Also looking good from Psygnosis was Wizy and Lizzy, a colorful new comic action game for the Genesis.

**PUGGSY**



### TOP GEAR 2

### FIRST SAMURAI

Kemco follows up on 91's funnest racing game with a lightning fast sequel that incorporates all of the best features from Top Gear, along with even smoother game play and new added elements like snow, rain and fog...awesome. First Samurai was on hand as well, but G2 was nowhere to be found. Maybe we'll catch up with it in Vegas.



### PITFIGHTER 2



### AWESOME POSSUM

Tengen is serious about the future and showed an excellent selection of new Sega titles, including Awesome Possum, a great looking new action/platform title, Prince of Persia, which is finally making its way to a cartridge format, Pit Fighter 2, which incorporates the best of one plus all new features, Robo Aleste (see page 1); their awesome new Sega CD title, Giga Blaster (from the makers of Trutson) and Gauntlet 4, which uses the new 4 player type look for one more surprise news from Tengen a very soon.



### PRINCE OF PERSIA



### ROBO ALESTE



### BEASTBALL

### SOLDIER OF FORTUNE

Spectrum Holobyte showed two promising Sega titles; Beast Ball and Soldier of Fortune. Beast Ball is a carnage oriented football/soccer game, an Soldier of Fortune is an overhead war game. Both were early, but had very impressive graphics.



### TIME SLIP



### LOST MISSION



### MAZINE SAGA



### SOCKET

Vic-Tek had a great showing with two awesome Genesis titles and 3 great SNES carts. Socket (see page 1) looks and plays incredible and Time Slip looks like a big winner for both formats. Also SNES bound are the long awaited RPG, Lost Mission, which looks great and Lock On, a super fast flight sim, with 360 degree loops, which uses the new DSP. OK Vic, Give us Golgo 13!



### GP1

### SUPER WIDGET

### RUN SABER

Atius brings GP racing to the SNES for the first time with GP-1. Also looking good were Atius' new soccer title and, of course, Run Saber, the great new 2 player action title that mirrors the likes of Strider. Super Widget rounded out the something for everyone presentation.



Black Pearl is bursting on to the scene with a sure fire winner, the popular coin-op hit Total Carnage! for both SNES and Genesis.

With their first entry on the Sega, Saddleback Software will be bringing My Paint for the Sega CD. This title will be the first software to support the new Sega mouse.



### BATTLESHIP

Mindscape's extensive SNES lineup includes the new and much improved Wing Commander Secret Missions, Super Battleship, which now features digitized graphics,

Championship Pool (who needs a pool table?) and Out to Lunch, a new action/platform title.

Who's Alfred the Chicken?



### CHAMPIONSHIP POOL



### OUT TO LUNCH



### WING COMMANDER THE LOST MISSIONS



### RIVER RAID

### PITFALL HARRY

### BIO METAL

Activision is readying two classics for SNES release, River Raid and Pitfall Harry of 8 bit NES fame. Also on hand was Bio Metal, a great new shooter with an unbelievable soundtrack.



### SPELLCRAFT

### ARDY LIGHTFOOT

Asci showed up with the unique new RPG/Quest Spellcraft, which looks great, along with a unique new action title, Ardy Lightfoot, a cool new character. Dominus, another mystical adventure is also coming soon



Coming soon to a Sega CD near you, the Don Bluth classic, Dragon's Lair from Readysoft. This translation from the original arcade game is perfect, with all of the cartoon animation, music, sound and special FX found in the coin-op game. Look for Readysoft to get this game to market by November of '93.



### DRAGON'S LAIR



The realistic 3D in the Genesis version of Jim Power must be experienced to be believed. Who will pick-up this new breakthrough title?



Toho brings robots into the golf arena with Mecarobot Golf for the SNES.



### PREHISTORIC MAN

Titus really surprised passers-by with the great looking new action game prehistoric man which looks really good! Lamborghini Challenge also looks great and is ready to go

### THE SECRET OF MANA



The magic of Square comes through big time in many people's RPG of the show, The Secret of Mana. This new action RPG features all new characters from the makers of Final Fantasy and is 3 player simul!

### STELLAR FIRE



Dynamix has Stellar Fire almost ready to go for the Sega CD and it's looking awesome with lots of color, smooth polygons and great animation screens. Look for a preview coming soon!



### ART OF FIGHTING



### FATAL FURY



### KING OF MONSTERS

Tekken has ported his sieging minis-quadrillions of memory into a SNES cart, as is apparent in the new SNES hit of Fighting (see page 2). Also looking great is Joe & Mac for the Genesis (which we mainly showed as a Data East title last month). Look for a preview on this one soon.



LUFIA



DARIUS 3



CHASE HQ 2



FLINTSTONES

Taito's SNES lineup includes a strong RPG, Lufia, which we will bring you next issue, the Flintstones, which looks great on SNES and Super Nova (Darius 3), which looks intense and will be a candidate for shooter of the year.



LESTER THE UNLIKELY



ROCKY MOUNTAIN SPORTS

DTMC has a unique new action title in the works called Lester the Unlikely and a unique new California Games type title that takes place in the Rocky Mountains including, ATV, mountain bikes, climbing, etc... Rocky Mountain Sports.



GOAL! TWO



TUFF E NUFF



OPERATION LOGIC BOMB



SUPER BASES LOADED 2



PRO SPORT HOCKEY



Lawnmower Man by STORM looks amazing. With scaling to rival starfox this title should make it big in '94, so jack in and get ready.



LEGEND

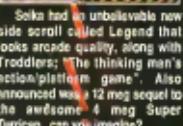


FUTURE ZONE

Electrobrain drew crowds with a live appearance from Sugar Ray Leonard to promote the new first person punch-o-rama; Legends of The Ring, on both Sega and SNES formats. Also looking awesome is Future Zone, which is still early, but shows great promise.



LEG OF THE RING



Selka had an unbelievable new side scroll called Legend that looks arcade quality, along with Troddlers; "The thinking man's action/platform game". Also announced was a 12 meg sequel to the awesome 4 meg Super Turrican...can you imagine?



SPORTS ILLUSTRATED FOOTBALL



REN &amp; STIMPY

The big surprise in the THQ booth was a great game of Ren & Stimpy for the SNES and, over at Sega, Time Killers (the gross one-on-one fighter) was announced. Wayne's World 2 is also in the works for both formats.



TRODDLERS

Hi Tech had Tom & Jerry Frantic Antics and Barbie Super Model (aimed at young females) for Sega and the same plus Beethoven (of movie dogdom) for the SNES. Other HT titles for '93 include; We're Back, Mickey's Toon Town Adventure and Where In The World Is Carmen San Diego?



TOM &amp; JERRY



BEETHOVEN

**DUNGEON MASTER****AH3 FIREHAWK****SUPER EMPIRE STRIKES BACK****SEGA****INDY JONES (FATE OF ATLANTIS)**

Over at JVC's SNES area, the big attraction was Empire Strikes Back, which surpassed all our high expectations. Meanwhile, over at Sega an early version of Rebel Assault (see page 1) looked great. Also hot for CD is AH-3 Firehawk (working title) and Indiana Jones: Quest for Atlantis. Unfortunately though, Indiana's nowhere to be found. Maybe Vegas.

**CHESTER 2****FIDO DIDO****SOCKS THE CAT**

Kaneko, along with the announcement of Chester Cheetah 2, had playable versions of their new Fido-Dido and Socks the Cat games for Genesis. Fido-Dido puts a black and white character on a color background...interesting.

**P.T.O.****CHENGIS KAHN 2**

Koei had two of the very sci-fi strategy titles at this show: Genghis Khan and PTO/Pacific Theater of Operations). PTO puts you below sea level in a sub, while Genghis Kahn pits you against ancient war lords.

**SPEEDWAY PRO CHALLENGE****THE JOURNEY HOME****ARCUS ODYSSEY**

Renovation has two strong SNES titles on the way; the great action/RPG The Journey Home, Quest for the Throne and Arcus Odyssey, which did huge business back in '90 on the Genesis. On the Sega side, Speedway Pro Challenge was the only new Genesis title.

**F-15 EAGLE 2****PIRATES GOLD!****SUPER STRIKE EAGLE**

Microprose continues its support of the flight sim. market with F-15 Strike Eagle 2 and Ancient of Art War in the Skies for Genesis and Airborne Ranger for the SNES. The new adventure game, Pirates Gold for Genesis was also shown for the first time.

**NIGEL MANSELL RACING**

You saw it here first! Gametek has picked up Nigel Mansell Championship Racing for both the SNES and the Genesis. Both moved fast and looked like great drivers.

**DENNIS THE MENACE**

No one expected to see great looking versions of both Dennis the Menace and Jurassic Park, but Ocean had 'em both. Dennis the Menace is a colorful and well laid out side scroll while Jurassic Park is a first person and overhead adventure. The Untouchables was also present and uses multiple viewpoints.

**F1 ROC 2****WIZARD OF OZ****NOSFERATU**

Sela's F-1 Roc 2 takes formula one racing to new heights with the awesome DSP chip. The music in this game is also great. The Wizard of Oz was also on display and looked great, sorely missed was Nosferatu, which remains a mystery.

**FORMULA 1****HARRIER ASSAULT**

Domark showed a lightning fast and smooth F-1 racing game for the Genesis titled Formula One Grand Prix. Man, is it fast! Harrier Assault for Sega CD is also in the works and looking good.

**THE UNTOUCHABLES**

**SILPHEED****TOURNAMENT FIGHTERS****GUNSTAR HEROES****MUTANT LEAGUE HOCKY**

All I gotta say is... What a show! I never thought there would be so many good games. I walked around for four days and I still didn't see everything! This is going to end up being the best year ever!

**SILPHEED****SF2 TURBO HYPER FIGHTING****GUNSTAR HEROES****CAPCOM MVP FOOTBALL**

Of all the CES's I've attended (13 in all), this is the best CES I've been to so far. Not only were there a lot of great original games, but all those great 8Bit games are finally all coming out on 16 Bit. The true icing on the cake, though, has to be the advanced hardware that is coming soon.

**SILPHEED****SF2 TURBO HYPER FIGHTING****ALADDIN****MONTANA '94**

Never have there been so many good games at a CES! 3DO looks strong, the Jaguar is on the prowl, and there has never been such a strong collection of sports and driving games!

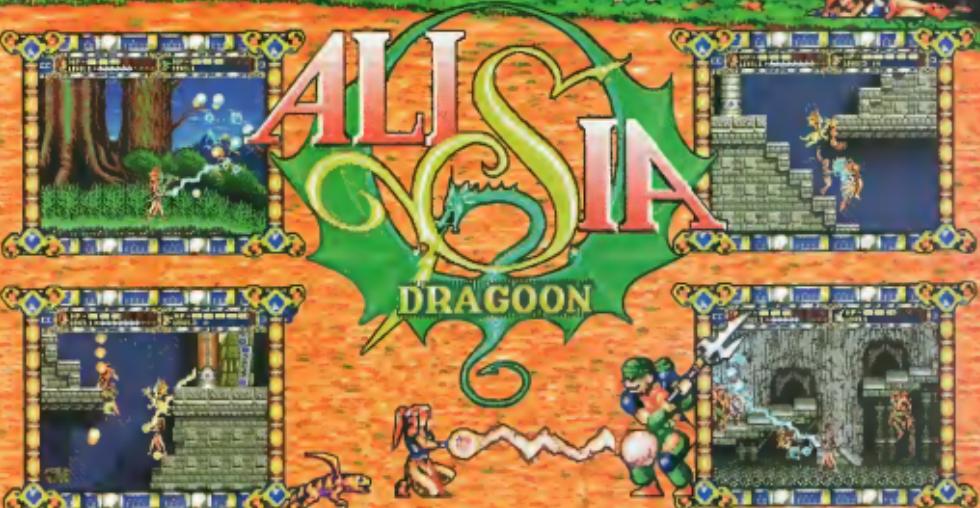
**SILPHEED****SF2 TURBO HYPER FIGHTING****MARIO ALLSTARS****STANLEY CUP**

Another CES, and once again Street Fighter reign's supreme. But overall this was the best CES for new product and hardware. With 3DO life will definitely be better! I can't wait for Turbo Hyper!



# THE GRAVEYARD

# ALISIA DRAGOON



Back in early '92, when solid Sega action titles were as scarce as a one legged man at a butt kicking contest, Gamearts unleashed Alisia Dragoon and SOA quickly acquired it, and with no print or media hype, released it just after the January show. Having always kept up on import releases, I quickly grabbed a copy, knowing it would be a great game because, number one, it was a Gamearts title and, number two, it spent over 18 months in development. I was right. Although the game passed by with no real magazine support or hype, it remains, to this day, one of the best action titles available for the Genesis. Alisia Dragoon is also one of the few good games that features a female lead. The attack mechanism Alisia uses is also very unique. She possesses a lightning attack that can be powered up more and more throughout the game and has a fluctuating gauge that determines the strength of the charge. Alisia can also power-up and use 3 different creatures, which have their own attacks, and stick by her side to the bitter end. Bottom of the grave, if you don't already own Alisia Dragoon, go find one.





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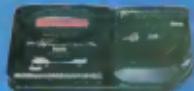
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# QUARTER CRUNCHERS



## SAMURAI SHODOWN

As we all know, SNK is on one hell of a fighting game spree. It seems like they want to cover every genre from racing to RPG's to the fighting genre. The last news is...that will never happen. The closest competition that SNK themselves comes along once is a lifetime. A true SF2 pro believes he knows his characters. All the special effects in the world won't change that and, with Samurai Showdown, that's exactly what you get. To my unbiased fighting eye, this looks like the best fighting game of all time. To me, to say the least, stunning. The background look so real, you'll feel like you are watching a movie as the camera scenes vary out, then very in, twice that of Art of Fighting. Then, there the characters, who's attack are ranked to incredible that I can never seem anything like it. To like watching a drama play out on the screen. I won't even begin to tell you who they are and what they do. I'll save that for next month's review, but, one guy, I swear, grabs your head and pulls it to his butt and unleashes a mighty brown cloud, no joke. I would buy a Neo Geo for this game, it's that good. If this one doesn't I hope the SF2 crowd out of there forever...nothing will. So SNK can get on the train to Alpha and give the final word...roll out Magician Lord 2. We're back in action! E. Starn



## MARTIAL CHAMPION



Konami's new one-on-one liberal Champion features 10 very personalized characters (6 male, 2 female), each with at least 2 special moves. One unique feature here is that you can actually take over your opponents weapon. The animation is smooth and fluid, the backgrounds are awesome and, of course, the playability is perfect. The control is 8-way directional to jump, duck or move left and right and 3 buttons are used for upper, middle and lower attacks. We'll have more on this great new fighter very soon...I smell a SNES title.

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Other Stuff is full of surprises this month, the biggest being (brace yourself) the official announcement of the Atari Jaguar. Believe me, when this info shot out of our fax machine, we almost went into shock. Check out these specs: the Jaguar is based on an Atari designed proprietary 64 bit RISC processor featuring over 16 million colors in true 24 bit color graphics, and can produce shaded polygons manipulated in a "real" world, in real time. It also has real time texture mapping and can create amazing video effects. The sound is based on Atari's high speed DSP, which is dedicated to audio. The audio is 16 bit stereo CD quality and can process simultaneous sources of audio data (sound FX and voice). The new system is also expandable, with a 32 bit expansion port, which will allow future connection into cable and telephone networks, as well as a DSP processing port for modem use and connection to digital audio peripherals such as DAT players. There are also plans for a CD peripheral; which will be double speed and play regular CD's, CD+G and Kodak's new Photo-CD(r). Megacarts currently in development include: *Battlezone 2000*, *Tempest 2000*, *Cybermorph*, *Alien vs. Predator* and *Jaguar Formula One Racing*. The Jaguar will be manufactured by, get this, IBM in their Charlotte, N.C. plant and IBM will also be responsible for the component sourcing, quality testing, packaging and distribution of the system.

Atari is also licensing third party companies for development of Jaguar product. Now, get the price...\$200, yikes! A 64 bit system for 200 bucks, sign me up! The system will debut in New York only this fall and will be available nationwide first half of '93. I know a lot of people may be skeptical on this one, due to the slow flow of Lynx product. However, take into account that this new system focuses on the home market and, at \$200, Atari is sure to pick up tons of support, as just about every enthusiast gamer will be waiting at the door of their local game store as soon as the system is released. How can you go wrong? A 64 bit system for 200 dollars... '94 should be an interesting year...3DO, 32 BIT Nintendo, NEC's 32 bit system, 32 bit Sega and now, this. OK, that's next year, let's talk a little bit about what's happening now.

### In Sega news...

The Wonder Mega 2 has just been released in Japan and features all of the original features (except for the Midi jack) in a smaller, cheaper casing; the best features being the new cordless six button controller that allows you to turn your TV on and off, adjust the volume and switch between TV and video, and for two player games, the controllers connect. If Sega (or Victor) does bring out a version of the Wonder Mega to the states, this would be the obvious choice. However, with the *Sega Genesis 2* and *CD 2* just being introduced, I wouldn't hold my breath.

Speaking of new systems, at the recent CES I got a chance to sample Sega's new *Virtua*, and I must say, the unit is very impressive. It easily adjusts to suit any user and offers a very unique and impressive, wide field of view. The game itself was a simple demo, but successfully demonstrated the "virtual" feeling the user gets. At around \$200, this new peripheral is a steal. Look for the *Virtua* this Christmas (2 DSP games are in the works). As far as the *Activator* is concerned, well, there's no way you're gonna get me to jump around in a black circle to control any game. I predict this item will quickly make its way to Pic & Save or become the newest "Blue Light Special". Game wise, the latest scoop over here and the best news for RPG players in a long time is that Working Designs has had the foresight to bring the best RPG ever for Mega CD (or maybe ever, period) to RPG players here in the states...thank you, thank you. *Lunar*, *The Silver Star* will be Sega CD bound 4th quarter this year! In the mean time, Gamearts has begun development on a sequel. Hey, maybe there's hope for RPG players after all. And, lastly, Game Fan had the opportunity to sit in with, and have a pow-wow about next year's *Sega Channel* debut...here's the deal. Similar to premium cable channels, you will pay a low monthly fee (15 to 20) to gain 24 hour access to around 50 games a month, including previews (a couple of levels on a working title) of new and exciting upcoming product. This will allow you to get a good idea of what games you want to buy and keep from getting stuck with a dud. Once a game previews, it will not show up on the channel again until some time after its release. That way, the channel will help fuel retail sales rather than annihilate them. At the same time, new users can get a look at the many titles now available for the Genesis. This takes the guess work out of buying an older title.

On the other hand, you can play previously released titles for as long as you want (you can even save one game, so RPG's are feasible). If you're not dying to own the game, at least you still get to check it out when it comes along in the cycle. Also featured, will be game play tips, news, contests and promotions.

To receive the *Sega Channel*, subscribers will be issued a special tuner/decoder that plugs in the Genesis cartridge slot and attaches to the television cable. A menu appears on the screen, allowing the user to select a game, preview or other programming material. The selected game is ready in minutes and plays identically to the cartridge version.

You want my opinion? Retail sales on Genesis take a huge blow and sink drastically. Only the best games see good numbers (*Sonic*, *SF2*, etc.). Many third party companies either change formats or fold, only the strong survive. Mom and

Pop retailers tail like files at a Raid convention and kids constantly here "I'm not buying you that game, I got you the Sega Channel, didn't I?". Ultimately, CD-ROM and 32 bit take over and 16 bit Sega becomes nothing more than a relic you can pass the time with for twenty bucks a month.

### Now, for some news on Nintendo...

CD or not to CD, that is the question. Nintendo may be about to do something very, very smart. Our sources say that, rather than develop expansive new hardware, Nintendo may install a new RAM chip, along with the new 32 bit CPU, into its cartridges that can store up to a Gigabyte (1000 meg) of memory, which would nullify the need for a CD. Think about it, CD's scratch, skip if bumped, and players have moving parts, subject to wear. A new system card or cartridge upgrade, however, would allow programmers all the space they want, while continuing to work on a development system that they are familiar with and, given the SNES's incredible sound and graphics capabilities, extra gobs of memory, rather than an expensive new system. May be the answer, i like it!

In the meantime, you can start looking forward to Super Metroid, which has been confirmed for a December release. The scoop so far is 16 meg, multiple suits and a huge character that is amazingly fluid. Look for Metroid, along with two all new Nintendo SFX titles, to debut at Japan's Nintendo Show this August. We'll be there to bring you all the breaking news...more game news...Rumor has it that World Heroes 2 has been picked up by Takara and could be up to 24 meg. Another new fighting game just announced is an all new 20 meg Fist of The Northstar 7, which should be out by year's end. And lastly, I'm sure many of you are anxiously awaiting the all new 16 bit Mario All Stars 4-in-1 cart. Well, keep your fingers crossed, we hear they may be working the same magic on Zeldas 1 and 2, the greatest NES RPGs of all time. Nintendo, we like your style.

Here's some interesting news from NEC of Japan. A new 16 meg system card (added to the 2 meg built into the systems 18 meg) is ready to go soon, along with Fatal Fury CD and Art of Fighting CD. Which, given the added memory, should be near perfection. If you've played SF2 CE on PC Engine, you know it can be done.

And, finally, breaking news is about to come in on the rumored Super SF2, we can't tell you anything more until official word comes in from Capcom, so stay tuned for the exclusive info we've all been waiting for.

There's more info packed in to the photos on these pages, so don't turn the page yet! See you next month, with more other stuff.



Here's a shot of the new Castlevania X for the PC Engine Super CD and it looks awesome! Look for more on this game as soon as we can get our hands on it. Way to go Konami.



Game Fan has entered the Enquirer into Japan's biggest SF2 competition, to be held this August while we're at the Nintendo show. Will the Enquirer and the mighty Zangief start WW3? This oughta be fun!

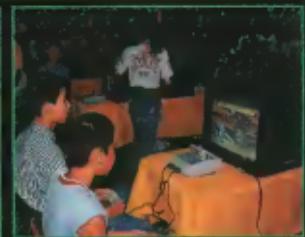


Hope for RPG players! Working

Designs is readying Lunar for a 4th quarter release on Sega CD.



For all of you Mortal Kombat fan's, Here's the actual cast of characters from the arcade hit! Look out for September 13th (Mortal Monday) when Mortal Kombat hits all major gaming platforms.



This funny looking hand held, shown at the recent CES, can play SNES, NES, Genesis and Turbo carts and will supposedly be operational at the winter show in Las Vegas.

Could the ultimate hand held be just around the corner? Active Enterprises says...yes!



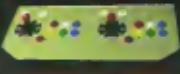
Victor has a new toy, the Wonder Mega 2. This little beauty comes with built in Karoke, CDG, a wireless 6 button control pad, super VHS out, play's Mega CD's and Megadrive carts, is packaged in a sleek new case and will cost about \$200 less than it's predecessor.



The new 8Bit Nintendo has been given a face lift! Now for \$49 you can choose from a library of over 500 titles, and with a cool new look, Nintendo might sell a million more.

Here it is, the first Super Gun that is actually worth owning! It features RGB, Composite, SVHS, and RF out, has its own built in sound and is housed in an awesome mini coin-op cabinet. It accepts all JAMMA boards and is available exclusively through Mas Entertainment.

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(714) 831-5485.



Check this out. Zelda on CD! Yes, it's true. Zelda and Mario will be released for the CDI later this year. E. Storm got a chance to play Zelda at the CES and said it was like playing a cartoon!



At the recent Tokyo Toy Show, held in Chiba, Japan, the big news for Sega was the new MD DSP title, Virtua Racing and a new CD from Bignet, AX 101 (which we are trying to get as we speak). Sonic CD was also on hand and is nearing completion. The big attraction for all three, Nintendo, Sega and NEC could be found. Where else, but the Capcom booth where SF2 drew huge crowds for each format. Other than that, nothing really spectacular was announced. It seems our CES is now king of the shows



A Megadrive version of Outrunners is already complete! We'll bring you the details, along with a release date as soon as possible. (arcade screen shown)

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# THE POSTMEISTER

Hey you! I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail ... cuz I'm CrAzY!!

Dear Postmeister,

I love your mag. The best part is "Other Stuff" and your articles on 3DO. I just got your June issue and it was great. You had articles on both the 3DO and Marty. I would like to thank you for that and please keep them coming. I was also wondering about the Jaguar, when is it coming out and what is it like? Should I invest in 3DO or Jaguar? I am desperate for a new system and I don't want to fork out the big bucks now for a Sega CD when these two systems are right around the corner. Please help me out.

PS: More 3DO!

Jeremy Bodager  
London, KY

Dear Jeremy and other 3DO fans,

What new system you choose should ultimately be decided by the goals of the manufacturer, and the direction they are taking. Let's look at 3DO first... It's around \$700 is due out later this year, has amazing capabilities and anyone with the cash for a development system can make games. Of course, all of the big third parties will wait, see how it sells then decide how much they are willing to invest based on the installed user base. Here's where 3DO could stumble. I'm seeing way too much multimedia stuff, too few shooters and absolutely zero action or fighting titles. If they want to sell 3DOs, give us a Mario/Sonic action game with 3D modeled characters, huge, sculling, roaring monster bosses and realistic 3D animated backgrounds with rushing water and lots of weather effects. You say you can do it, so do it. That one sequel strong title will sell a zillion systems. Or, how about a fighting game where a realistic 3D modeled character could crack off a limb from a tree in the background and run at you, splashing in the mud on the rain soaked ground as your character slides through the mud, dodging the limb, through the attackee's legs to stand up, dripping with mud, grab the back of his head and slam him into the door of a hut, sending him tumbling in, clunking his head into a hot stove, as the terrified inhabitants scream and dive through the windows... another zillion sold. We don't want to look at birds or point and click or learn an instrument.

give us the games and we'll give you the money. Then (just recently) there's the Jaguar which now must be seriously considered (see Other Stuff for the scoop). The specs. on this monster seem too good to be true, as is the low \$200 price tag. Let's see, a 64 bit system with carts that hold like a Gigabyte of memory and cost around 40 bucks. Hey, look at the Lynx, it's still way ahead of its time. Funny thing is, it costs less than a Game Gear and they aren't moving, the software trickled out too slow, too many promises were broken and a great system has suffered at the check stand. Will the Jaguar get the support it needs to compete? That is the question. My opinion, yes. At \$200, even if there's only a handful of games, gamers will come in droves, knowing that a perfect version of Stun Runner or a Midway title is lurking around the corner. Then, with a huge user base, third party companies will immediately start projects and a new competitor (an American one) will enter the race (it could happen). Then again, you could always play it safe, Nintendo and Sega are rock solid and have plans of their own... now I'm confused, you decide.

Dear Postmeister,

I would like to congratulate your magazine for kicking butt and becoming the new king of gaming mags. I want to make a point on the fighting games for the Neo Geo. I realize that all they have been releasing lately are fighting games but the reason behind it is plain and simple, that's what players want. I bought the Neo simply because of Fatal Fury. I'm sure that a lot of people who now own the system did the same thing. I've always been a fan of fighting games and the Neo has delivered BIG TIME. What I'm trying to point out is that, in my opinion, RPGs and platform games are best suited for the regular 16-bit formats (SNES/Genesis). I really can't picture myself paying \$200+ for a game that's going to end sooner or later. You can add more levels, characters, color, better sound but, eventually, all of it will end. I'm talking REPLAYABILITY. What are you going to do with a \$200 cart after you finish it? Fighting games have had the highest replayability factor out of all the genres of games. They require technique to master and the option of playing against a human opponent adds endless variety to

the game. I'm not saying the Neo can't have variety, but it should produce games more in the lines of 3D racing and flight sims which, in my opinion, also have a high replay factor. I'm sure not everybody will agree with me, especially your review crew. That is why I would like to hear opinions to the contrary. One more point I need to add is that I'm sure there are no DEDICATED Neo owners out there (meaning we have more than one system). So, if you want RPGs, I can always play it on my SNES.

Thanks for taking the time to read this and for the excellent magazine.

Jorge Aquino  
Daly City, CA

Dear Jorge,

You've written an excellent letter and pointed out some big pluses about fighting games, point well taken... but, what if I own a Neo Geo and I don't like fighting games? Here's what's really happening. SNK knows that, if they are going to make some big cash, it's going to be in the arcades, not in the homes. With a home user base (systems sold) of under 50,000, no matter how good a game is, it's not going to bring in the big bucks. However, fighting games are doing huge business in arcades across the country. So, why not go for the gold? I'll tell you why. Many of us bought our Neo Geos because games like Nam-75, Magician Lord, Baseball Stars and Last Resort blew us away and offered true arcade quality for home use. That's what we bought into. SNK, as a hardware manufacturer, is responsible for bringing us a wide variety of games, as are Sega and Nintendo. You don't see them just tucked away making fighting games, they can't. It wouldn't be fair. For a third party company to concentrate on one genre is fine, but for a manufacturer to favor one category of gamer is both unfair and unprofessional. Why not, at least, get a few teams working on some 30-60 meg titles for the rest of us. Or, better yet, lower the price of the system to break even, sell a ton more and get some third parties interested. Anyways, I'm glad you're having fun, Samurai Showdown is so good you'll probably throw a party. In the meantime, the rest of us will continue to wait for our turn.

Dear Postmeister,

Please, you must help me! I am becoming very worried about my husband! All he does is play video games. When I finally do get him to notice me, all he'll talk about is Sega, Nintendo or Turbo Duo games! He won't even get a job. So, Postmeister, my question to you is this, can he make money with this obsession? Is there a job that requires the ability to sit for hours and play or talk about video games? Please, answer quickly as I'm losing my grip on sanity!

Annette Gatlin

Dear Annette,

Your husband sounds like a fantastic guy. However, he may be suffering from a serious condition called *Graphicitus*. *Graphicitus* is the addiction one gets when still overly dazzled by 16 bit graphics. This fixation causes video game characters (such as Mario and Sonic) to appear in your dreams and remind you that they are walking in a nearby monitor...there is only one cure. Grab the Visa, head down to your local dealer and rent a ton of bad games, then force him to play at least two of them. This should remind him that it may be smart to pace himself so he won't run out of good games and be stuck playing goo like you just brought home (it may also help if you wear a skimpy nighty during this process). If that doesn't work, don't pay the power bill and make him sleep on the couch. That'll get his butt working. As far as a job that requires the skills described above, well...look at us!

Dear Postmeister,

I read in another mag that there was a game in Japan for the Mega CD called *Cosmic Fantasy Stories*. In the section, it was also called *Cosmic Fighter*. I recently borrowed my friend's TG-16 (and CD) with the game, *Cosmic Fantasy 2*. Soon, this game became one of my favorites. I scored a Sega CD a few months ago and I would like to have the *Cosmic* series on my system. My question is: Is the game, *Cosmic Fantasy Stories* related to or a spin-off of *Cosmic Fantasy 2*? And (hope, hope) is it going to come to the US for the Sega CD?

Adam Sanchez  
Fremont, CA

Dear Adam,

*Cosmic Fantasy Stories*, for Mega CD by Riot, is actually parts 1 and 2 combined on one CD with upgraded music, animation scenes and fighting sequences. So, if you liked part 2 on the Turbo, you'll like it even more on Mega CD and you get the original (which is actually the best of the two) as well...bonus! Unfortunately, you may have to invest in a converter to play it, as a US release is nowhere in sight at

this time. However, Working Designs has translated many import RPGs into English (right now, they're working on *Lunar*). So, if you're patient, maybe you'll get lucky and they'll pick it up. If we hear anything, we'll let you know. In the meantime, we'll put it in our September RPG special, so you can check it out.

Dear Postmeister,

There are advertisements out for the upcoming Sega Activator. Not many of these advertisements tell of how, exactly, it works and its in-depth use. They say it can be used with *Streets of Rage 2*, but I don't think I'll be able to do Skate's head spin or spinning attack. How, if at all, will the Activator allow us to do such complicated moves? By the way, I'm from South Dakota and the first time I had a chance to see your magazine was the beginning of May. One last thing to add-I love it.

Bill Ouverson  
Madison, SD

Dear Bill,

As everyone knows, I'm crazy. But, even I (although I look sexy in tights) would never enter a circle then squat as if to launch a turd and start punching and kicking into the air, which is exactly what I've seen the Activator demo squad doing at the shows. Actually, it's not that simple. The moves you perform must be within the correct zone (like low, medium and high punch or kick), it's all very aerobic. Imagine an RPG, you'd wear out the rug! I don't know, I guess if you want to mix exercise with game play, this is just the right thing...but, all the gamers I know consider finding the remote all the exercise they can handle.

Dear Postmeister,

I think your magazine is ahead of its time and nobody comes close to you guys. I would like to know why your magazine never talks about the Phillips CD system? I bought one, thinking it was pretty neat. But, now, I see you guys raving over the 3DO system. Did I make a mistake buying the Phillips CD system? I also understand that you will be able to play Nintendo CD games (whenever they come out). I just want to know when the Nintendo CD adapter for the Phillips is going to come out.

Ray Vallin  
Canyon Country, CA

Dear Ray,

The Postmeister is here to shine some light on your dilemma. The problems with CDI are quite obvious...there are no games! Most of the soft-

ware is this multimedia rubbish like *Tidy Doldy Sesame Street* or *Where in the World is my 500 Bucks?* The one good sports title has good looking golfers swinging at a cotton ball and some aussie mate you want to bury in a sand trap doing the commentary. Number two, if they do, by some miracle, make a good game, you have to control it with that thing that looks like a cellular phone. Now, although the 3DO looks fantastic, remember, only a handful of the games shown so far are gamer friendly (*Crash & Burn*, *Total Eclipse*, *Demolition Man*, *Road Rash* and the EA Sports stuff) the rest fall under the "uh-oh they think we want to learn on our \$700 system" category. So, even 3DO may not be the answer. Now, for some good news! Recently, I got to demo the Adventures of Link for CDI, (see other stuff) which is a way cool action adventure with voice and cartoon animation. Mario is also on the way but remember, these games are not programmed by Nintendo. Phillips just acquired the rights, so don't think you're gonna get the magic of *A Link to the Past*. These games are American programmed. As I stood there playing their game, fighting with that controller thing, I asked if a control pad was planned. To my surprise, the nice Phillips lady said "yes". So, there is hope. So, hang on to your CDI (they're starting to get it) and stay glued to our 3DO coverage, where you'll always get the gamers point of view.

## The Postmeister





**90\*** For pure fun this game has it's the ultimate game. You around with a wood whacker or anything else you can find, mowing down 1000 plus and sucking sustenance. 90+ phenomenal tunes, bonus included, 48 levels long!

**93\*** Zombies is a very unique addictive game. The combination of gaming genres that it makes us of insure that you will come back to play again and again. In addition, if you can solve a puzzle, it qualifies as points toward difficulty, control, you name it... Zombies delivers as a must buy and instant classic!

**89\*** Zombies is one of the best 2 player games money can buy. This is no rare that you get this level of quality game design that it makes you really appreciate it when it does happen. The development team at Konami was right on the money with this one. 16 levels, great graphics, tunes and sounds...great game!

**88\*** Zombies is a tremendous game made even better by the built-in player switchable option and its extraordinary length (6 hours). The game is so unique that classifying it doesn't do it justice. Do you sell a favor, just buy the game, you won't regret it!



**70\*** For it Neo Geo connoisseurs, this is a solid game. It offers baseball fans more to look at than the same old sprites dressed in different pajamas and changes the rules enough to get non-sports fans involved... for a little while. I mean Talk to you later.

## SEE REVIEW PG. 70

**82\*** This is an excellent translation of the Neo Geo classic. I was blown away by how good it looks, especially when it was first released and how well it holds up for a couple of years to get my hands on the 16 bit version. While it's not made perfect, 2020 is very close and the best playing baseball game on the SNES in years.

**76\*** Tradewest has done a good job in bringing 2020 to the SNES. Although all of the features that made the Neo Geo version an instant classic are present in this version, it's still baseball, but it enjoyed the game and it is faithful to the source.

**80\*** I don't believe it would be an SNES is the only baseball game to date that offers fast action and can actually keep an interest for a long period time. This is one of the best Neo Geo translation ever... great job Tradewest.



**63\*** Although unique, Septenation did little for me. I felt like I was stuck in an elevator. The game play is repetitive and uneventful, as there is not too much contrast and no bosses are present. It's kind of like a long, boring, rotating level of prince of persia. Sometimes, you're a Unicorns, sometimes, you're a Unicorns...

**63\*** Septenation is an exercise in Mode 7 foolishness. Seriously, being stuck in a rotating level is a game that tries to mimic Prince of Persia is not going to win any design inspiration awards nor is it going to get you to open up your wallet enough to play it. Let this year go the route of the Thimble... LAND HO!

**82\*** For thinking you'd have Septenation is the game to get. The game combines excellent action with serious strategy. Not only do you have to escape, but you have to convince others to follow you. I found this game to be addicting and enjoyable.

**62\*** Playing 8 Megabytes of 3D graphics isn't exactly in a series of deck shifting rooms does not make a fun game. There are real problems with the game, though. It's slow in loading, it's not enough to make it stand out, it's very odd. I quickly surrendered my character to take him out of his misery. I then hit the host stand off and went back to Mystery.



**90\*** Who's in it? R.A.F. No way! It's not the original, but it's the real McCoy with this version of Champion Edition, other than the jingle jangle PC Engine version. The controller works well and the game remains truly intact; a stellar effort.

**81\*** Wow! This is the PC Engine/Biohazard 2? I really haven't expected 8 bit to look so good. 8-bit is an outstanding translation for the 8 bit turbo, that, more than anything, is a must have for the SF2 fan. If SEGA can do this good, then surely, this big, why can't NEC get on the stick and produce a set of megahit titles for its system?

**65\*** The development team for the port of SF2 must come from another world. These guys are not heroes. The music is terrible and the graphics are abysmal. The 16 bit can't grow up and stand hard. I can't believe that this is 8-bit flick off to T3 and here's hoping that it makes it across the pond.

**85\*** The PC Engine has impressed my eyes. For being an 8-bit system, I have to say this is a perfect translation. All of the stages are here along with everything else but even though this is Biohazard 2 I still have to say the music is excellent and graphics have to be seen to be believed. True Biohazard 2.



**80\*** This is, possibly for pixel exactly the same as the original. Morty serves up a perfect version of the classic gore fest, Splatterhouse. The problem is, this is basic stuff and, for 1992, a bit dated. Still, lucky Morty zombies should add it to their collection.

**70\*** The original game is still to back on the Marty. This version is already perfect with atmospheric sound effects and gory graphics. Still, the one-dimensional game play becomes a bit tiring and the story is growing a little long to the bone. Still, a good purchase if you're one of the few and the proud.

**72\*** I recently enjoyed Splatterhouse 2 years ago, but a lot has changed in the video game world since then. The Marty version is nearly pixel perfect to the arcade but given today's technology, it comes off as a little flat and one-dimensional.

**86\*** If you like Splatterhouse, you'll like this version. The Marty has done another perfect translation that has to be played to be believed. Basically there are no flaws with this version of the old cold-op classic. Truly perfection.



**90\*** SNK comes closer in their quest for fighting perfection. WH2 is packed with awesome characters (especially Mudman), sparkling moves and loads of backgrounds... add it to your all-time great Neo Geo collection.

**82\*** I was a mild fan of the original and the sequel is, by all means, a worthy follow-up to World Heroes. But, the subtitles are really here for big time fighting game fans (which I am not) not the casual player. I own the first one, but I've got too many fighting games. I'll pass on the second.

**92\*** I guess I'm probably one of the few Neo Geo owners who, while I would like to see some variety in their catalog, is really happy with their fighting games, which seem to get better with each release. WH2 is great and a worthy sequel to the original.

**85\*** By far, the best Neo Geo fighting game next to Fatal Fury 2. Better graphics along with tons of combos and the fact that you can control 14 characters really shows that SNK and ADK almost have accomplished the impossible. They have made a great sequel as is good as SF2 Incredible, huh?

## VIEWPOINT

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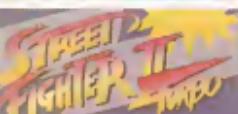


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Spider-Man	Act.	Sege	J.L.S. - Dark	Act.	Act.	Final Fantasy 2	Act.	Act.	Atom	Act.	Act.	Atom	Act.	Act.	Atom
Strider	Act.		Hyperdimension Renegade	Act.	Act.	Super Robot Wars 2000	Act.	Act.	Caveats	Act.	Act.	Caveats	Act.	Act.	Caveats
Battletoads	Act.		Hyperdimension Renegade	Act.	Act.	GZ	Act.	Act.	Termination	Act.	Act.	Termination	Act.	Act.	Termination
Alisia	Act.		Hyperdimension Renegade	Act.	Act.	Musica	Act.	Act.	Xenon	Act.	Act.	Xenon	Act.	Act.	Xenon
Wrath of the Gods	Act.		Hyperdimension Renegade	Act.	Act.	Rhythm Frenzy	Act.	Act.	Republik	Act.	Act.	Republik	Act.	Act.	Republik
Indiana Jones	Act.		Hyperdimension Renegade	Act.	Act.	HWV-Football	Act.	Act.	American Power	Act.	Act.	American Power	Act.	Act.	American Power
Ultimate League '93	Act.		Hyperdimension Renegade	Act.	Act.	Rock 'N' Roll Plastic	Act.	Act.	Caprice	Act.	Act.	Caprice	Act.	Act.	Caprice
						Explosive	Act.	Act.	Intergalactic	Act.	Act.	Intergalactic	Act.	Act.	Intergalactic
						12 Arcadia	Act.	Act.	King Kong	Act.	Act.	King Kong	Act.	Act.	King Kong
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